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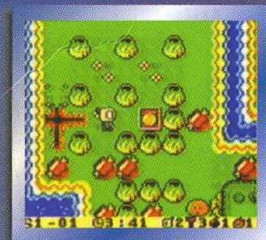
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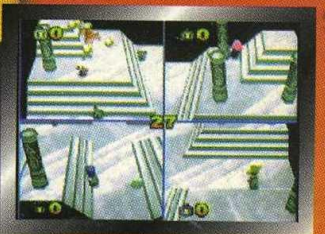
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Editorial

Page 6

A personal greeting from the editorial staff, warmly welcoming you to bask in the fuzzy glow of *Pokémon* information that you can only get from the #1 video-game tips magazine...



Special Feature: Who Made *Pokémon*?

Page 8

TIPS & TRICKS Senior Editor Anatole Brown gives you a behind-the-scenes look at the creation of *Pokémon*, complete with biographies of the key people who started the phenomenon...



Pokémon Snap strategy guide

Page 16

We expose all the secrets of this popular Nintendo 64 Game Pak, including the locations of the six mysterious *Pokémon* symbols. Snap 'em all and you'll unlock the secret stage...



Pokémon Trading Card Game strategy guide

Page 24

Pokémon queen Charlotte Chen breaks down this new Game Boy cartridge to give you the lowdown on all of the opponents you'll face, all of the cards you can "pop" and much more...



Pokémon Stadium strategy guide

Page 36

Charlotte's monster Nintendo 64 strategy guide offers 36 pages of *Stadium* info, including instructions on how to unlock hidden features like Surfing Pikachu, Amnesia Psyduck and more...



Pokémon pin-up

Page 41

If you carefully bend back the staples, you can remove this two-sided pin-up without damaging the contents of the magazine. A colorful bonus to stick up on your bedroom wall...



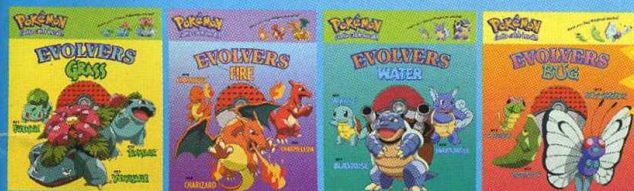
Pokémon Yellow feature

Page 76

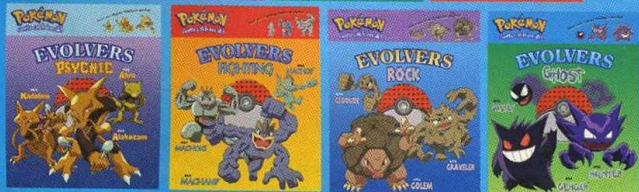
This special feature—written specifically for players who have already conquered *Pokémon Red*, *Blue* or both—tells you what's different about the special *Pokémon Yellow* cart...



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all eight
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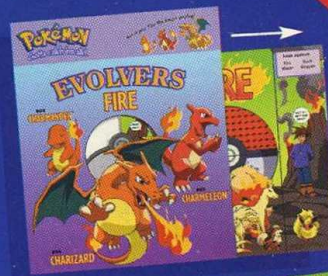
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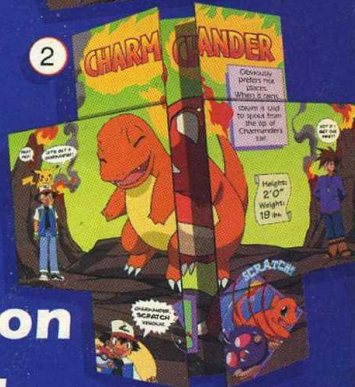


Flip
the
pages
and
watch
your
Pokémon
evolve!

1



2



3



4



EDITORIAL

Welcome to the *TIPS & TRICKS* Pokémon Report Special Issue!

It's not very often that a video-game comes along and hits on all six pistons, but *Pokémon Red* and *Blue* bucked the odds, reinvented the Game Boy and launched a new Golden Age for the handheld video game industry. *Pokémon Red* and *Blue* are full of terrific game-play, but the crème de la crème of the *Pokémon* franchise was its capitalization of the Game Boy's link capability. Not only was *Pokémon* an excellent video-game in the old-school sense, with terrific and addictive gameplay, but it transformed video-games into a social hobby. *Pokémon* went from being Game Boy characters to universally recognized television and movie icons that take us on flights of fancy that appeal to children and adults alike. How did *Pokémon* grow so huge...and who's behind it all? We've put together a terrific set of feature articles so you'll learn all the dirt on the people who created *Pokémon*. Not only that, but you'll get three complete strategy guides on *Pokémon Snap*, *Pokémon Stadium* and the latest *Pokémon Game Boy* title, *Pokémon Trading Card Game*. We've combed through these games to reveal every secret, playing and replaying each game countless times to ensure that you're getting the best value for your dollar. After all, some of our competitors' books only have one strategy each.

We hope you enjoy the book!

—Charlotte Chen
TIPS & TRICKS Magazine

TIPS & TRICKS *Pokémon* REPORT

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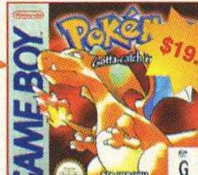


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(Japanese System)

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(Please call for the free game)

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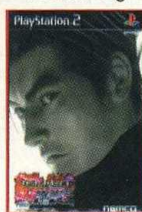
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Dragon Ball Z UB 22



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Who Made Pokémon?

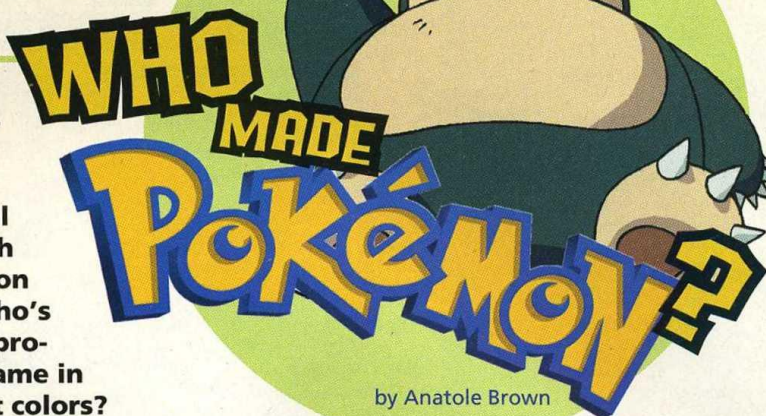


Special Feature:

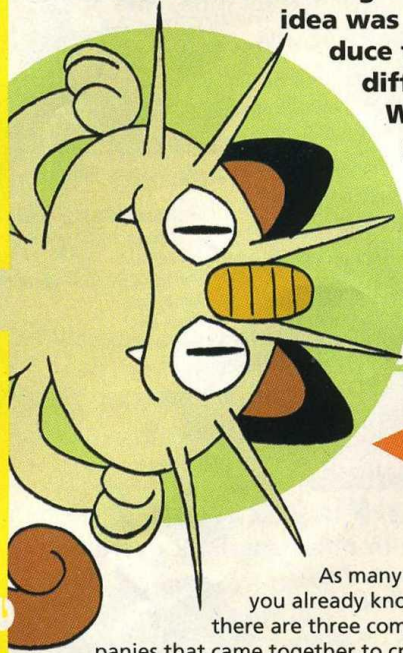
If you're a real Pokémaniac—and you must be, if you're reading this magazine!—you've probably wondered how *Pokémon* came to be an international phenomenon. Who came up with the original idea? Which Pokémon was the first to be designed? Who's

idea was it to produce the game in different colors?

What other video games have the creators of *Pokémon* worked on? The purpose of this article is to answer these questions and more. Because the game was developed in Japan, it's been tough for American *Pokémon* fans to get this kind of information, so we rounded up our overseas correspondents and sent them out to get the real story. Who made *Pokémon*? It all started with this guy...



by Anatole Brown



SATOSHI TAJIRI

Game Freak

design, the most popular one being *Pac-Land de Tsukamaete*, or "Catch 'em at Pac-Land."

During his time as a writer, Mr. Tajiri and the Game Freak team created the game *Quinty*, which Namco released in 1989 for the Japanese Famicom system (known as the Nintendo Entertainment System in North America). The game was later picked up by Hudson Soft and released in the U.S. under the name *Mendel Palace*. In a short time, Game Freak grew from a small, one-room apartment office into one of Nintendo's main third-party developers.

Mr. Tajiri was already toying with ideas for *Pokémon* during the early years of Game Freak. In fact, it took six years of designing and re-designing before the game was released as *Pocket Monster* in Japan during 1996. (The abbreviation "Pokémon" soon became a popular slang term among Japanese players and was eventually used as the official name of the U.S. version of the game. The change was made because of concern over a possible copyright infringement involving the Morrison Entertainment Group's *Monster in My Pocket* toy line—there was even a *Monster in My Pocket*

As many of you already know, there are three companies that came together to create the *Pokémon* phenomenon: Game Freak, Creatures, Inc. and Nintendo. The real mastermind behind *Pokémon*, however, is Satoshi Tajiri, President and CEO of Game Freak. It's no wonder that the main character in the Japanese *Pokémon* is named Satoshi! (He's Ash in America.)

Satoshi Tajiri was born in Tokyo on August 28th, 1965, and started his career as a video game strategy writer for various Japanese magazines while he was a teenager. He realized his talents early when he started scoring much higher than his friends in *Space Invaders*. He is even rumored to have played *Xevious* for twelve hours on a single 100-yen coin! In 1982, he and his other video game writer friends established a video game and comic book magazine called *Game Freak*. Mr. Tajiri started appearing in various TV shows in Japan and slowly became nationally recognized as a video game specialist. He also went on to author several books on video game culture and game



Satoshi Tajiri, President of Game Freak, is very shy and doesn't like to do interviews.

video game from Konami!) Mr. Tajiri claims that the idea of *Pokémon* came to him when he was looking at his old collection of rare *Ultraman* books. Chronicling the adventures of the popular superhero, the books contained tons of specifications and statistical information for each incarnation of Ultraman and his enemies. Mr. Tajiri remembered how fascinated he had been as a child to have such detailed information about his favorite fictional characters. He knew which of the Ultraman characters were the tallest, which were the heaviest, which were the oldest, etc....and he thought that players would enjoy collecting detailed statistical data for a group of video game characters. This was the first idea which led to the development of *Pokémon*.

Ideas for *Pokémon* went back and forth between Game Freak and Nintendo for several years. Nintendo told Mr. Tajiri at one point that his early concepts for *Pokémon* were too "RPG-like" and had too many *Dungeons &*



You can meet the Game Freak staff in the game in Celadon City!



Who Made Pokémon?

Dragons elements. As the years passed, Game Freak went ahead with the development of other Nintendo games, including *Yoshi's Egg* (released in the U.S. as *Yoshi*) and *Mario & Wario* (never released in the U.S.) while ideas for *Pokémon* were still being kicked around.

Finally, one day Mr. Tajiri hit upon the idea of using the Game Boy Link Cable in conjunction with his *Pokémon* concept. There had been successful Game Boy titles in the past with useful Link Cable options, including *Faceball 2000* and the original *Tetris*. But by 1996 (the year *Pokémon* was released), the Game Boy was in a slump; only two or three new games were coming out each month and very few of them offered Link Cable compatibility. This idea opened up a whole new window of ideas for Mr. Tajiri. He says that if *Pokémon* were created for the Super Famicom (SNES), it would have just been "a nice RPG". The Game Boy platform and Link Cable were essential in

representing the game play ideas behind *Pokémon*'s creature trading features.

Even after *Pokémon* got the green light from Nintendo, the game went through vigorous testing for several years. Four Game Freak programmers worked with Mr. Tajiri on *Pokémon*, including valuable design input from Tsunekazu Ishihara of Creatures, Inc. Mr. Tajiri says that *Pokémon* was "bug tested" for a longer period of time than any other game in Nintendo's history!

Before *Pokémon*, *Yoshi's Egg* was the most successful game for Game Freak, selling over four million copies

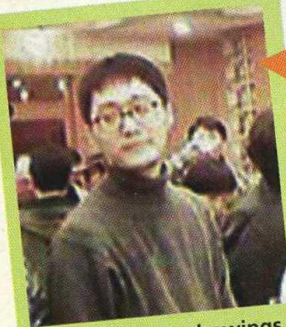
worldwide. That mark has been shattered, of course, as the series of *Pokémon*-related games has sold well over

thirty million units worldwide as of this writing (and counting!). However, most *Pokémon* fans are unaware that Game Freak has continued to develop for other companies and different game systems. After the Japanese release of *Pokémon*, Game Freak went on to make a game called *Bazaar de Gozaaru* for the PC Engine console (known as the TurboGrafx-16 or TurboDuo system in the U.S.) and has even developed a PlayStation game, *Click Medic* for Sony Music Entertainment!

Currently, there are twenty-one employees at Game Freak and most of them are the original founders. What's Satoshi Tajiri's favorite *Pokémon*? He says it's #60 Poliwhg!



Mr. Tajiri's *Ultraman* books inspired his idea for *Pokémon*.



Ken Sugimori's drawings have moved the hearts of millions of people across the world.

KEN SUGIMORI

Game Freak

Ken Sugimori, Chief Graphic Designer at Game Freak, is the main character designer for *Pokémon*. He has been the main artist for Game Freak since the company began as a magazine back in 1982. He often did the comic portions of the magazine in the early days.

As you can see from some of the character designs of other Game Freak titles, many of the characters are reminiscent of the human characters found in *Pokémon*, like Ash and Misty. Mr. Sugimori also oversees the TV animation and movie produc-

tions of *Pokémon* to ensure visual accuracy. He was relatively unknown before *Pokémon* fever seized the world, but today people in Japan aptly call him Sugimori-sensei (or Professor Sugimori)! Mr. Sugimori says that his straightforward character designs are meant to appeal to a wide range of age groups, from small children to grown-ups.



I'm the graphic artist!
You can also meet Mr. Sugimori in Celadon City! Look, he's wearing glasses too!



The characters in the game *Bushi Seiryuden* for the Super Famicom look like *Pokémon* characters!

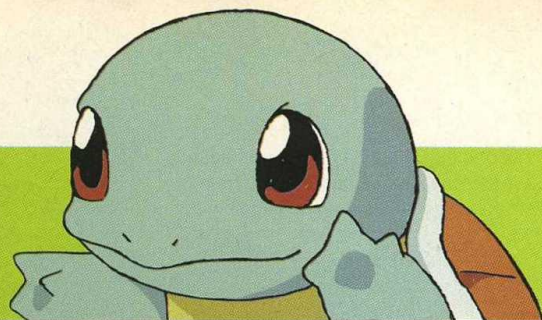


Mr. Sugimori even did a small comic strip for his first game, *Quinty* (a.k.a. *Mendel Palace*).



Special Feature
Special Feature
Special Feature

Who Made Pokémon?



Game Freak Games

1989 Quinty

(Released in America as Mendel Palace)

Publisher: Namco

System: Famicom (NES)



1992 Magical Taruruto-kun

(Released in Japan only)

Publisher: Sega

System: Mega Drive (Genesis)



1991 Jerry Boy

(Released in America as Smart Ball)

Publisher: Sony Entertainment

System: Super Famicom (Super NES)

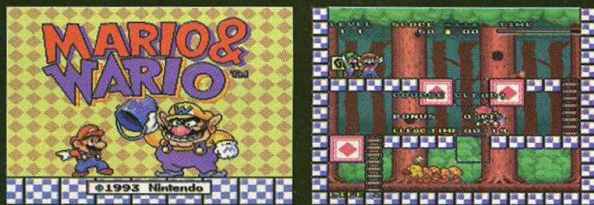


1993 Mario & Wario

(Released in Japan and Europe only)

Publisher: Nintendo

System: Super Famicom (Super NES)

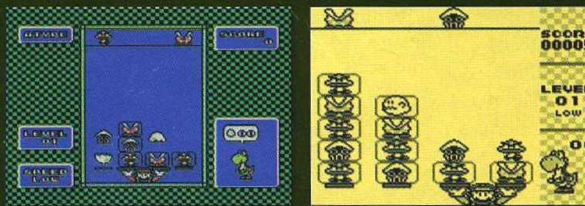


1991 Yoshi's Egg

(Released in America as Yoshi and in Europe as Mario & Yoshi)

Publisher: Nintendo

System: Famicom (NES) and Game Boy



1994 Pulseman

(Released in Japan Only)

Publisher: Sega

System: Mega Drive (Genesis)



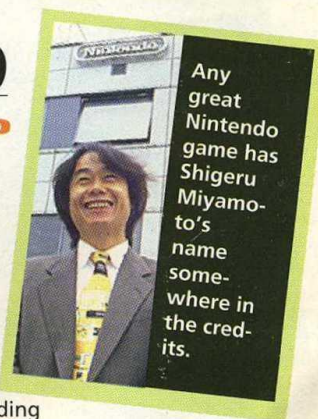
SHIGERU MIYAMOTO

Nintendo

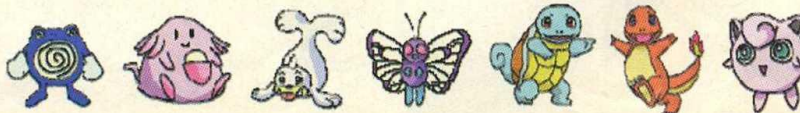
Shigeru Miyamoto is really a man who needs no introduction if you're a true Nintendo-head! He is Nintendo's most popular game creator and is responsible for a lot of the characters that make up the Nintendo pantheon: Mario, Wario, Luigi, Peach, Toad, Donkey Kong, Zelda, etc. Nintendo was moved by Satoshi Tajiri's brilliant idea and helped Game Freak in the production and distribution of *Pokémon*. It was apparently Mr. Miyamoto's deci-

sion to re-release *Pokémon* as two separate games—Red and Blue (Red and Green in Japan)—to promote trading between players. Ash's rival, Gary, is named Shigeru in the Japanese version of *Pokémon* after Shigeru Miyamoto!

Mr. Miyamoto came up with the idea of "Red" and "Blue".



Any great Nintendo game has Shigeru Miyamoto's name somewhere in the credits.





Who Made Pokémon?

1994 Nontan to Issyo Kuru-kuru Puzzle

(Released in Japan only)

Publisher: Victor System: Super Famicom (Super NES) and Game Boy



1996 Pocket Monster Red and Green

(Released in America and Europe as Pokémon Red and Blue)

Publisher: Nintendo System: Game Boy



1996 Bazaaru de Gozaaru no Game de Gozaaru

(Released in Japan only)

Publisher: NEC System: PC Engine



1996 Pocket Monster Blue

(Released in Japan only)

Publisher: Nintendo System: Game Boy



1997 Bushi Seiryuden

(Released in Japan only)

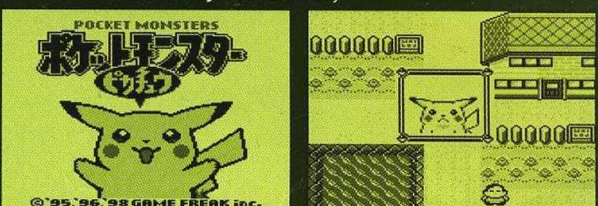
Publisher: T&E Soft System: Super Famicom (Super NES)



1998 Pocket Monster Pikachu

(Released in America as Pokémon: Special Pikachu Edition a.k.a. Pokémon Yellow)

Publisher: Nintendo System: Game Boy



1999 Click Medic

(Released in Japan only)

Publisher: Sony Music System: PlayStation



1999 Pocket Monster Silver and Gold

(To be released in America as Pokémon Silver and Gold)

Publisher: Victor System: Game Boy Color



TSUNEKAZU ISHIHARA

Creatures, Inc.



Mr. Ishihara sold the card game rights to Wizards of the Coast for U.S. distribution in 1998.



Tsunekazu Ishihara rakes in a third of the royalties for all Pokémon-related merchandise.

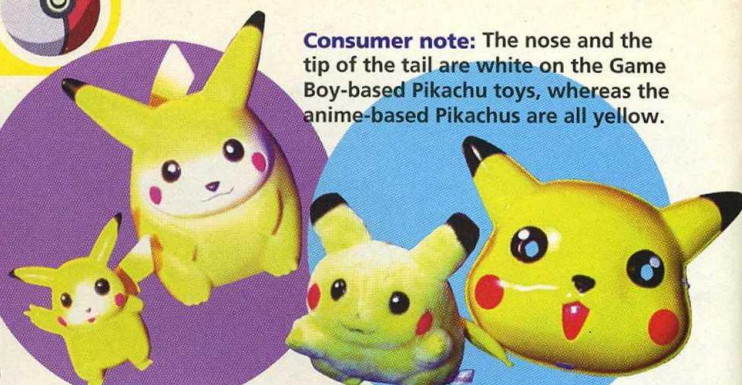
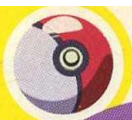
Tsunekazu Ishihara of Creatures, Inc. has been involved with Nintendo in various capacities for several years now. He is the producer for several high-profile Nintendo games like *Mother 2* (a.k.a. *Earthbound*) for the Super Famicom, *Mario's Picross* for the Game Boy, *Pikachu Genki de Chu* (tentatively titled *Pikachu VRS* in the U.S.) for the Nintendo 64 and the new N64 game in Japan, *Custom Robo*. Mr. Ishihara first helped Satoshi Tajiri in creating the *Pokémon* Game Boy game, but he is also responsible for creating the *Pokémon Trading Card Game* which, as most of you know, has taken on a life of its own. Today, Mr. Ishihara is the director of all *Pokémon*

properties. His job is to oversee everything *Pokémon*: the Game Boy game, the card game, the TV show, the comics, the movies, the toys, events, etc. He makes sure that the game and animation versions of *Pokémon* correlate smoothly. He is also heavily involved in monitoring and approving *Pokémon*-related merchandise. He opened up two huge *Pokémon*-only retail stores called *Pokémon Center* in both Tokyo and Osaka and smaller chains throughout Japan. You could say that Mr. Ishihara is the guy responsible for creating "*Pokémon fever*." He says that #111 Rhyhorn was the very first *Pokémon* that was conceived for the game! Sorry, *Pikachu*!

Who Made Pokémon?



Mr. Ishihara created a chain of Pokémon stores in Japan. How about out here?



Consumer note: The nose and the tip of the tail are white on the Game Boy-based Pikachu toys, whereas the anime-based Pichus are all yellow.



Hiroki Nakamura had to battle for approval for the English names of all the Pokémon.

HIROKI NAKAMURA

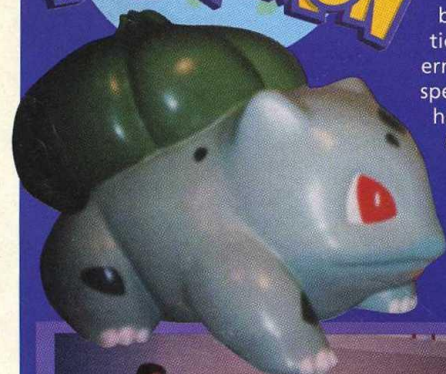
Nintendo of America

Nintendo of America was at first very skeptical of bringing *Pokémon* to the U.S. Some feared that Americans wouldn't comprehend or appreciate the quirky little collecting game. They decided to air the TV show first—before the game was

released—to gauge audience reaction. A big part of bringing *Pokémon* from Japan to the U.S. involved the renaming of all the Japanese *Pokémon* into names that appealed to us Americans. Hiroki Nakamura, Planning Analyst for Nintendo of America, had the challenging job of coming up with English names for the long list of *Pokémon*. Coming up with names

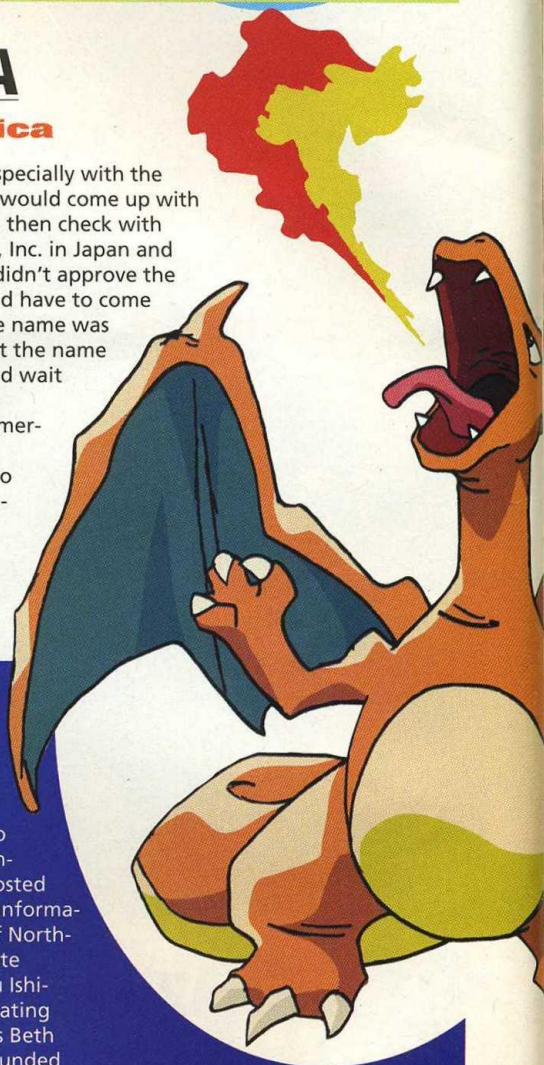
was not an easy process, especially with the strict *Pokémon* license. He would come up with a name for each *Pokémon*, then check with Game Freak and Creatures, Inc. in Japan and see if they liked it. If they didn't approve the name, Mr. Nakamura would have to come up with another one. If the name was approved, he would submit the name to Nintendo of America and wait for further approval. If the name was rejected from America, he would have to start from scratch and go back to the drawing board. The entire process took eight months! He's probably working on the American versions of *Pokémon Gold* and *Silver* right now!

Building the World of Pokémon



On February 4, 2000, the Radisson Miyako Hotel in San Francisco was the place to be for *Pokémon* lovers everywhere. Press, fans and bewildered parents rounded out a huge crowd of folks who gathered together to meet the brains behind the billion-dollar industry. The free event—hosted by Viz Communications, the Japan Information Center and the Japan Society of Northern California—featured three keynote speakers: Masakazu Kubo, Tsunekazu Ishihara and Takashi Kawaguchi. Translating between Japanese and English was Beth Cary; moderator Fredrik Shoch rounded out the panel of five.

There was a formal presentation by each of the three keynote speakers, followed by a question-and-answer session. The following is a transcription of each presentation (with some of the more obvious or banal information weeded out) and the complete question-and-answer session. Bear in mind that most of the presentation was in Japanese, followed by an English translation.





Who Made Pokémon?



mr. takashi kawaguchi

...the General Manager in the advertising department of Nintendo, began his speech with a general answer to the frequently asked question, "Why is Pokémon so popular?...We were lucky." According to Kawaguchi, *Pokémon Red and Green* (Red and Blue in the U.S.) weren't that popular when they were first released in Japan in 1996. Then the sales began to climb:

- February through March 1996—350,000 units sold
- Second quarter 1996—320,000 units sold
- Third quarter 1996—380,000 units sold
- Fourth quarter 1996—780,000 units sold
- Total in 11 months of 1996—1.84 million units sold

In addition to pure luck, Mr. Kawaguchi chose to focus on several other factors related to *Pokémon's* success, including the 151st character, Mew, the CoroCoro comics and the Pokémon trading cards. The CoroCoro comics were the first place where Mew's existence was announced, with a give-away offer of 20 Mews to the first 20 applicants. It was when they received a flood of 70,000 applications that they began to recognize Mew's value. Another factor was the television show, which was first broadcast in Japan in April of 1997. Comparing the sales of *Red and Green* between the months of March 1997 and April 1997, there was a significant jump, with 200,000 games sold in March and 500,000 games sold in April.

Following the television series, Mr. Kubo suggested a feature film which we all know as *Mewtwo Strikes Back*. At the end of 1999, 8 million copies of the *Red and Green* games had been sold. This success shows no signs of slowing down, particularly when looking at sales figures for *Pokémon Gold and Silver*. In the forty days between the games' release in Japan and the end of 1999, *Gold and Silver* sold 5.2 million units. Once *Gold and Silver* are released in the U.S. at the end of this year, they are expected to sell 8 million units in four months.

tsunekazu ishihara

...the "mastermind" behind *Pokémon* and the CEO of Creatures, Inc.—started his speech by saying he was a pretty humble guy. In the beginning he expected to sell a maximum of 2 million games. Now that the sales have grown to ten times that number, he figures that maybe he shouldn't be so humble after all. The gist

of his presentation emphasized that *Pokémon* is not a "closed" product, which means that even though there is a beginning, middle and end, the game doesn't end after the credits roll. Children go back out into the world to catch more Pokémon and use the link cable to play and trade with their friends. His listing of the major characteristics of a non-closed product included being expandable, and ENCOURAGING A LOT OF PURCHASE. Ah, the plot thickens...

masakazu kubo

...the Executive Producer of the *Pokémon* movie and TV series also spoke about what he thought was the key to *Pokémon's* success. His opinion was that the Game Boy titles, the trading cards and the animations are the three pillars that support *Pokémon*. Actually, as the translator clarified, the *Pokémon* games, cards and animations are three pillars intertwined in a complex way to form a tornado that spirals upwards. Each of these "pillars" shares a common element with another. For example, in the games and the animations, the storyline is the same. In the games and the cards, people trade and battle Pokémon. The one common element to all three of these "pillars" are the shapes and attacks of the *Pokémon* characters. His speech concluded with the realization that "Kids are kids everywhere."

Mr. Kubo also mentioned that a second Japanese comic will follow the CoroCoro comics to continue the serialization of *Pokémon*. In addition, he showed a video of Kunihiro Yuyama, the *Pokémon* TV series director. Yuyama mentioned that he thought it would be more interesting if the lead Pokémon, Pikachu, couldn't speak. Another Pokémon that was considered for the lead was Jigglypuff, but Yuyama determined it was too distinctive.

—Charlotte Chen



Who Made Pokémon?



question and answers session

Q: Are there any plans to bring children around the world together in a global competition, or to host tournaments over the Internet?

Mr. Kawaguchi: Last summer there was a Pokémon trading card competition in Hawaii between U.S. children and Japanese children who had been finalists in tournaments held in their respective countries. The winner was a third-grade Japanese student. We would like to have more tournaments; perhaps with cards and games.

Mr. Kubo: We're thinking of all kinds of ways to use the Internet. Since the characters are so beloved, we're afraid the site would get accessed so much it would get overloaded with hits. All I can reply currently is that we're in the process of testing and thinking of a multi-lingual way of playing.

Q: What's the difference between Red and Green (Red and Blue in the U.S.) and Gold and Silver?

Mr. Kawaguchi: There are quite a few new aspects in Gold and Silver that were not in Red and Green.

Mr. Ishihara: In Gold and Silver there are new Pokémon and a larger world map. Gold and Silver is also a non-closed item, so there's sure to be a lot of purchase.

Q: Where can I find Mew?

Ms. Gail Tilden, Nintendo: Mew can be found at Nintendo mall tours, where several thousand Mews are given away in a weekend. There are also specials in Nintendo Power magazine, and we recently gave Mews away to winners at Toys 'R Us.

Q: I'm a parent of a child who attends a U.S./Japanese bilingual school. Are there any plans to use Pokémon to teach languages? Any current programs, or an openness to the possibility?

Mr. Ishihara: In Japan we broadcast the Pokémon cartoon in English once a week during "prime-time." Viewership is at 9.2%, which is a high rate. If there's interest in learning Japanese in America, it would be nice to broadcast a Japanese option. I often receive letters from parents who say their child improved their arithmetic skills through Pokémon. You need to know math to play the trading card game!

Mr. Kubo: We're thinking of including an educational aspect of Pokémon in our planning. Japan has many more educational Pokémon materials than the U.S.

Q: The time period when Pokémon developed coincides with Japan's economic recession. Is there a relationship between the popularity of Pokémon and the recession?

Mr. Kawaguchi: We never thought about it in those terms. Considering the limited amount of money children have to spend, it probably does not affect the economy. Games have to be wonderful and exciting for children to be willing to spend their hard-earned money.

Q: Will the Pokémon Serebii in Gold and Silver be available in the game, or is it like Mew, where you need to use a Game Shark?

Mr. Ishihara: I'm very surprised you ask that, since Serebii is a hidden character in the game. I'm surprised people found out about it.

Q: Are Houou and Lugia legendary birds?

Mr. Ishihara: Over time, some of the legend may have seeped into them, but they were originally created as regular characters in the game.

Q: Will Pokémon Attack only be released in the U.S.?

Mr. Ishihara: It hasn't been decided. If we determine it's a very good game, we'll decide then.

Q: Considering the immense popularity of Pokémon characters with children everywhere, have there ever been children involved in designing a Pokémon character?

Mr. Ishihara: No children have been involved in actual game development. However, we conduct surveys to gather children's ideas, and also have a program called, "My Own Pokémon Card." Through that program, a child can create a unique card, send it to us, and we will transform it into an actual card and send it back to that child.

Q: I know an expansion pack for Pokémon Neo was released in Japan today (2/4/00). Will any further expansions be released?

Mr. Ishihara: There will be two more series to follow the first expansion.

Q: Would it be possible for the Game Boy to interface between the Japanese and U.S. software?

Mr. Ishihara: The hardware is similar, but certain conditions make it impossible to mix Japanese and U.S. software. For example, a Pokémon name spelled in kanji might take up only four spaces, while a Pokémon name in English could take ten.

Q: With the rising popularity of Digimon in Japan and the U.S., do you view them as allies or competitors of Pokémon?

Mr. Ishihara: We're creating what we think is interesting for our next product, so I think it's fine if the creators of Digimon are enjoying their creations. That's all I can say.

Q: Any comments regarding the incidents involving backlash against Pokémon in many schools?

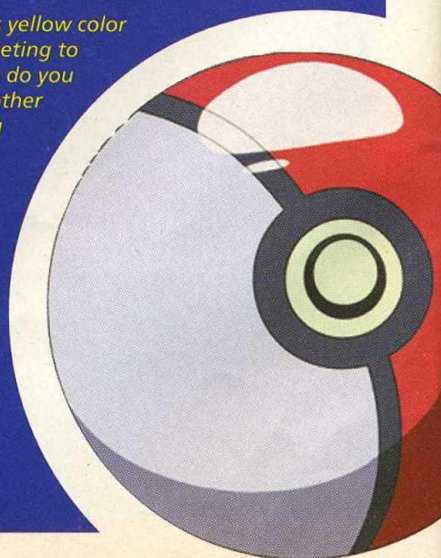
Mr. Kawaguchi: When something is popular, it is naturally going to be criticized. I don't feel any threats from critics. If kids are too involved in the cards, it might be necessary to ban them from classrooms so children can learn social manners and discipline. When children go too far, they need rules.

Q: Will you be signing anything?

Mr. Ishihara: Sure.

Q: I read that Pikachu's yellow color was decided with marketing to the U.S. in mind. When do you begin thinking about other countries, and tailoring content to suit them?

Mr. Ishihara: Pikachu has been yellow from the beginning. It was a creative, not a marketing decision. Colors, shapes, and presence of various characters might be a problem in different countries. We try to think of issues as we approach countries.



LAST-MINUTE NEWS: **POKÉMON** AT **TOY FAIR**

Kid models strutted Pokémon stuff up and down a catwalk in New York City during the recent International Toy Fair, an annual trade show for the toy industry. The host of the surreal event was Aaron Carter, the younger brother of Backstreet Boy Nick Carter and a singer in his own right

whose song "Have Some Fun with the Funk" is featured on the *Pokémon: The First Movie* soundtrack. Companies that participated in the *Pokémon* fashion show included Hasbro Games, Hasbro Toy Group, Nintendo, Cap/Oddz On, Tiger Electronics and Wizards of the Coast. Young men and

women demonstrated the new *Pokémon* candy, cards, games and toys that would be coming out in the year 2000; *Pokémon* fans who couldn't make it to New York could catch the webcast live on www.pokemon.com. Here are some of the products that we saw on the runway:

HASBRO TOYS



Electronic Plush Assortment



Pokémon Grabbers



Quick Change Plush Assortment



Action Combat Figures



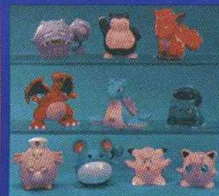
Pokémon Think Chip Battle Stadium



Think Chip Figures



Ash's Talking Pokédex



Electronic Figures



Battle Figures



Micro Machines



Micro Machines Island Battle Arena Playset

TIGER ELECTRONICS



Walkie Talkies



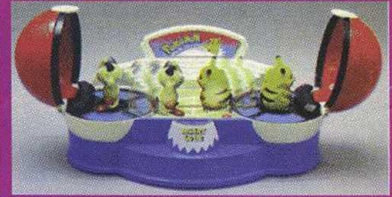
Pokéball Flashlight



I Choose You Challenge game



Pokémon Finger Forces



Pokémon Animated Bank

CAP/ODDZON



Pokémon Micro Bubbles



Pokémon Sliders



Sliders Pokémon Battle Arcade



Pokémon Spin Pops



Pokémon Pop Topper

HASBRO CREATIVE PLAY



Pokémon Energy Beads



Pokémon Grabbers



Pokémon Shrink-Its



Pokémon Treat Keepers

HASBRO GAMES



Battling Coin Game Holder



Pokémon Memory game

NINTENDO



Pokémon Gold and Pokémon Silver for Game Boy



Pokémon Stadium for Nintendo 64



Pokémon Trading Card Game for Game Boy

Pokémon Snap



Pokémon Snap™

Finally, the first Pokémon game for the N64 is here! In *Pokémon Snap* you control Todd, an avid Pokémon photographer who goes on a safari at Pokémon Island to see all those adorable critters in their natural habitat. With the help of Professor Oak and armed with a camera, your job is to take the most dynamic photographs of various Pokémon in action. *Pokémon Snap* is not an incredibly challenging game, but finding all 63 Pokémon in the game is a little tough. There's also a bunch of surprises that aren't readily apparent unless you do certain things. We're going to show you where to find all the Pokémon and tell you how to get them to do high-scoring poses. Since the essence of *Pokémon Snap* is in the element of surprise, I suggest you keep playing without checking here unless you're at your wit's end. You can clear the game in just under a few hours if you know all the ins and outs, but that's no fun if you really want to enjoy it. The beauty of *Pokémon Snap* is that you can keep improving your pictures by playing it over and over again! So let's hop on the Zero-One and get busy!

Photo Techniques

The most important point is to have the Pokémon centered in the picture. Take a picture when the red indicator in the center of your viewfinder lights up. You'll see the name of the Pokémon at the bottom of the screen when you successfully take a centered photograph.

Photograph each Pokémon as large as you can. Make sure, however, that its entire body fits into the shot without clipping any part out.

Click away like the *paparazzi* and take several shots of the same Pokémon. This will allow you to pick and choose the best pictures when you present them to Professor Oak.

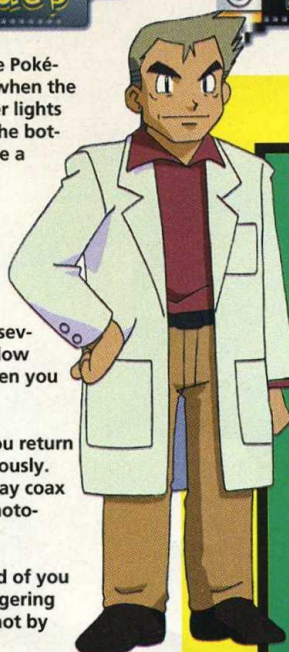
Once you get a new tool, make sure you return to all of the courses you've conquered previously. You never know what new Pokémon you may coax out of hiding or what new poses you can photograph.

Always anticipate. Throw objects ahead of you when trying to get a particular pose. By triggering events early, you can get a great close-up shot by the time you get there.

Try getting more than one Pokémon of the same species into a single picture to get bonus points. Photograph the surrounding Pokémon as large as you can.

Although the tools you get from Professor Oak help you get certain poses, sometimes merely taking a picture of a Pokémon triggers certain events...so pay attention!

Last but not least: save! The game doesn't save automatically to the cart, so make sure you save before turning it off. It would be a shame to lose all of your masterpieces!



Professor Oak Tools

Professor Oak will give you a few presents along the way to help you take unique Pokémon photos. Here are the tools and explanations of when and where you earn them:

Pokémon Food

Score 2,400 points.

Usually earned after completing the Tunnel course.



Pester Balls

Score 72,500 points.

Usually earned after completing the River



Poké Flute

Earned after you trigger the switch to unlock the alternate path in the Valley course.



Dash Engine

Earned after photographing the first Pokémon Symbol after completing the Valley course.





1 Beach

Fun in the sun! A nice, relaxing place to begin your safari. After the first run, the Pokémon Report will become available. You will need six Pokémon in your Pokémon Report in order to proceed to the next course. Come back when you get more tools!



#16 Pidgey

You can get several in one shot if you look a little to the left.



#84 Doduo

The Doduo jumps out from the bushes, so be quick. If you have the Dash Engine, speed right up to it.



#25 Pikachu

Keep tossing Pokémon Food towards the surf board and watch Pikachu jump on it! Big points!



#12 Butterfree

The beach is infested with them. Try getting more than one in a shot.



#143 Snorlax

If you don't have any tools yet, he won't be available. Throw Pester Balls at him to wake him up or play the Poké Flute to watch him dance! Try all three different flute songs to see the different dances. The first song scores the highest.



#52 Meowth

Throw a Pester Ball at the Meowth up high near the Snorlax. You can get a close-up shot of him when he falls to the other side. Play the flute to watch him dance!



#123 Scyther

Throw Pester Balls into both the bushes where the leaves are blowing around. An angry Scyther will jump out of each bush!



#25 Pikachu

In the same bush where the first Scyther comes out, throw even more Pester Balls and two Pikachus will run out to the tree stumps. Play the Poké Flute and watch them flash for huge points!



#133 Eevee

Not a difficult shot, but you still have to be quick.



#113 Chansey

Hit the rolling pink ball that the Eevee is chasing with a Pester Ball or Pokémon Food and out pops Chansey!



#131 Lapras

You will see them in the ocean out in the distance, throughout the whole Beach course. Keep taking pictures of them and they will eventually come right up close to the shore just before the Kangaskhan.



#115 Kangaskhan

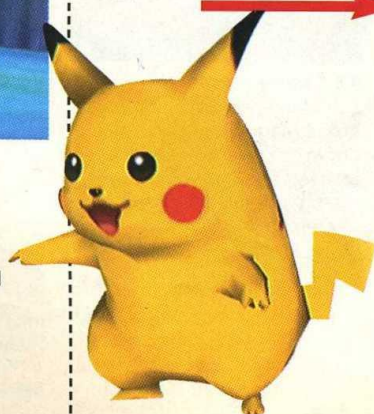
Throw a ball or food at him and he'll turn around. Catch him when he's roaring at you!



#129 Magikarp

Not the best opportunity to take a Magikarp picture, but they appear if you throw objects in the water near the bridge and towards the end of the course.

2 Tunnel



You need 2,400 points to earn the Pokémon Food, which means you'll probably get it after playing this course. Use the Pokémon Food to hit the Electrode at the end of the level and blast the walls off to the next course.



#25 Pikachu

Keep photographing Pikachu and he'll jump on an Electrode for a little circus stunt!

Pokémon Snap



#101 Electrode

Throw food at the Electrodes and take a picture while they're exploding for big points!



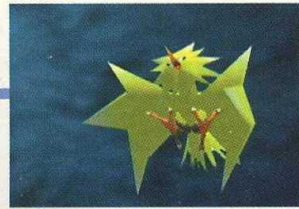
#14 Kakuna

The Kakunas will fall from the ceiling every time an Electrode explodes. Try getting more than one in a shot.



#41 Zubat

After each of the two opening doors, a Zubat will come flying towards you. Be very quick with that camera!



#145 Zapdos

Throw Pokémon Food toward the giant yellow egg so Pikachu approaches it. Play the Poké Flute and Pikachu will zap the egg open to reveal a Zapdos!



#129 Magikarp

Right before the second door is a small puddle to the right. Here's a great place for an up-close Magikarp shot!



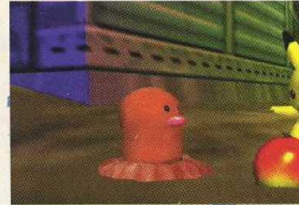
#125 Electabuzz

Throw objects at the Electabuzz and they'll come running towards you. They'll even hit the light switch in anger!



#93 Haunter

Although the flying purple spheres are unidentifiable when you first take a picture of them, you will see that they're really Haunters when you look at the photos back in the lab.



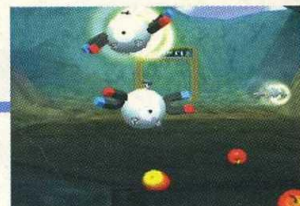
#50 Diglett

Keep taking pictures of the Diglett and Pikachu will run around and dig up some more until you see...



#51 Dugtrio

...Dugtrio! Take pictures way ahead of you so that you can take an up-close shot of the Dugtrio at the end.



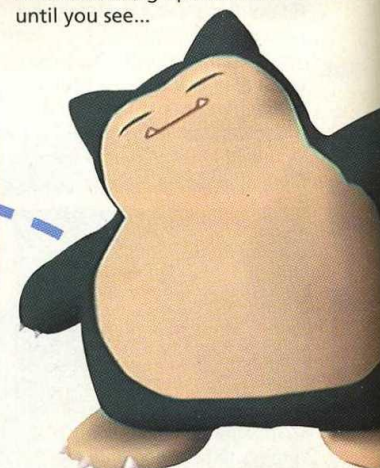
#81 Magnetite

The Magnetites may be shy, but if you throw food at them, they'll let you take their picture.



#82 Magnetron

Throw the food so all three of them gather in one spot to become Magnetron. A lot of people forget that Magnetite and Magnetron are two separate entities, so take note!



3 Volcano

The Volcano course can get very busy, so you might want to start using the C₀ and C₀ buttons to turn around quickly. You need 22 Pokémon in your Pokémon Report in order to gain access to the next course.



#78 Rapidash

Throw Pokémon food on the ground and the Rapidash will stop in their tracks and panic.



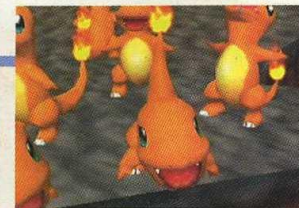
#37 Vulpix

When you see the first Vulpix, throw food so it goes scurrying over the hill to meet the others. Keep throwing more food and gather all three of them in one spot.



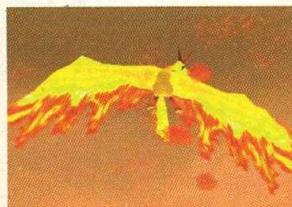
#5 Charmeleon

Start throwing Pokémon food at the Magmar and Charmander in the distance. The Magmar will get angry and torch the Charmander. Watch the Charmander evolve into a Charmeleon!



#4 Charmander

Before knocking the giant egg into the lava, let it block the path and halt your vehicle. Turn left and start throwing a bunch of Pokémon food. The Charmander will start calling the others to come down from the hill. Stop feeding them and they'll start roaring at you! Play the Poké Flute and watch them all dance in unison!



#146 Moltres

Knock the egg into the lava and a Moltres will hatch. Wait until it stretches its wings to get a high-scoring picture!



Pokémon Snap



#126 Magmar

These guys are pretty mellow until you play the flute or start throwing objects at them. Watch them scorch each other!



#58 Growlithe

Towards the end of the course, throw the Pester Balls into the three lava pits to the right and some Growlithes will jump out.



#59 Arcanine

An Arcanine will also jump out of one of three pits. Whether a Growlithe or Arcanine jumps out seems to be random so keep trying if you can get one but not the other. Get a shot of the Arcanine when he's shaking off the magma for big points.



#6 Charizard

Throw an object at the Charmeleon so he falls into the lava pit he's circling. He'll evolve into a Charizard. Keep throwing objects to make him breath fire!



4 River

You'll receive the Pester Ball after 72,500 points and it'll probably occur after this course. Near the end of the course, you'll see a switch on the ground. In the wall next to the switch, you'll see a Porygon's nose sticking out. Throw a Pester Ball at the wall and the Porygon will pop out and hit the switch to open up the next course!



#60 Poliwhag

The Poliwhags are up on the ledge to the right when you first start the course. Bomb them with Pester Balls to group them together, then bomb them again to have all of them scurry down the hill towards the water.



#1 Bulbasaur

Bomb the tree stumps and logs on the left to get the Bulbasaur to come out. Group them together with food.



#90 Shellder

Shellders pop in and out of the water real quick, so you have to be ready when you approach the area with Shellder signs.



#45 Vileplume

Use the Poké Flute to make the Vileplume get up and dance. Try different tunes; the one that makes him do flips is the highest scoring tune!



#79 Slowpoke

These guys are pretty lifeless. You can play the flute and they'll sway a little.



#80 Slowbro

The Slowpoke, however, can evolve to a Slowbro. Throw some Pokémon Food towards the brown circular patch in the ground near the Slowpoke. He'll dip his tail in the water and pull out a Shellder to transform into a Slowbro! Throw the food way ahead of you so you're in time for the transformation!



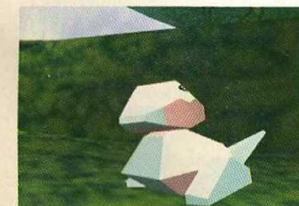
#11 Metapod

Bomb the Metapods on the ceiling with Pester Balls to bring them down. You can get one of the Metapods to block your path so you can take your time and get a good picture.



#54 Psyduck

Bomb the Psyduck and he'll start jumping in and out of the water. If you take a picture of him while he's jumping, you'll earn bigger points.



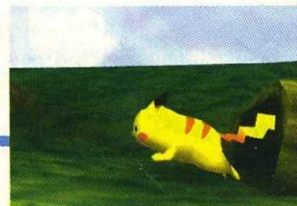
#137 Porygon

You'll see Porygon's nose sticking out of the wall. Bomb them to get them out. Use some food to bring the two together. If you bomb them again, they'll flash in different colors!



#91 Cloyster

These scary monsters will fly out of the water right after you see the Psyduck. Be ready; they're fast!



#25 Pikachu

Hit Pikachu with a Pester Ball and he'll take off running. Try to take a picture of him while he's dashing to get a special bonus!



Pokémon Snap



5 Cave

The Cave course will really test your throwing skills. Remember to aim the Pester Balls high to increase the arc so you can hit things far away. You will need 40 Pokémon all together in your Pokémon Report in order to open the next course.



#41 Zubat

If you use the Dash Engine, you'll be able to catch the Zubats. This is your chance to get two in one shot!



#88 Grimer

If you take a picture of the first two Grimers in the distance, two more Grimers will appear near the Bulbasaur and they will be a lot closer.



#89 Muk

Bomb the Grimers four or five times to evolve them into Muks.



#1 Bulbasaur

More Bulbasaur, but in the cave? They also look a little odd...



#132 Ditto

No wonder the Bulbasaur are strange...they're really Dittos! Bomb them to reveal their true identities.



#109 Koffing

There are three mean Koffings chasing after Jigglypuffs. Bomb the Koffings and save all three Jigglypuffs!



#129 Magikarp

Drop some objects into the first pool to see a Magikarp fly out.



#70 Weepinbell

The second pool has a Weepinbell circling around it.



#71 Victreebel

Throw an object at the Weepinbell to make it fall in the water. It will evolve into a Victreebel!



#25 Pikachu

You'll see Pikachu get swept up by a Zubat. Use your Pester Balls and bomb the Zubat from afar. It's a little tricky; you have to arc it pretty far. The Zubat will release Pikachu and Pikachu will come floating down on balloons!



#124 Jynx

The Jynx are half covered... unless you play the Poké Flute to make them get up and dance.



#144 Articuno

By playing the Poké Flute near the Jynx, the egg will also hatch and a giant Articuno will be born.



#25 Pikachu

After saving Pikachu from the Zubat and hatching the Articuno, face backwards as you exit the course. You'll see Articuno flying towards you with Pikachu on his back! Try centering Pikachu in the photo for big, big points. Timing is crucial; between saving Pikachu and immediately playing the flute to hatch Articuno, you'll have your hands full.



#39 Jigglypuff

After saving the Jigglypuffs from the Koffings, you will see them singing karaoke to the right as you exit the stage! Even if you just save one of them, you will still see one singing on stage. Play the Poké Flute and watch them get offended!

Gallery



After you take your first few pictures in the game, an option called Gallery will become available at the title screen menu. You can pick and choose four different pictures out of the Pokémon Report or Pokémon Album to go in your Gallery. Messages can even be typed into the photo for

your own personal captions. The Gallery photos can also be viewed at full-screen size. The most exciting feature of the Gallery, however, is the fact that you can make stickers out of them. Take your Pokémon Snap cartridge to your local Blockbuster Video store; they should have a special machine that can print out stickers of whatever photos you choose from your own Gallery. You'll get a set of 16 stickers for \$3. This special promotion will run from July 26th until sometime around Thanksgiving. Shock your friends and show them that awesome Mew photo!



6 Valley

The Valley course puts you on the fast rapids. You'll be moving speedier than usual, so be quick with the shutter. Toward the end of the course—near the whirlpool—you will see some Squirtles playing on a hillside and they'll all leave except for one. At the top of the hill is a Mankey. Use a Pester Ball and hit the Squirtle when it's hiding in its shell; aim so it goes sliding up the hill and knocks the Mankey down. Make sure you hit the Squirtle at the right angle; you may want to get past the Squirtle a bit before you bomb it. The Mankey will be standing by a switch on the other side. Bomb the Mankey and you'll open a new area. You will also receive the Dash Engine after you complete the Valley course.



#7 Squirtle

Right from the start, you'll see their shells floating on the water. Bomb them toward the shore to get them out of the water. Use some food to bring them together.



#74 Geodude

Throw Pester Balls at the Geodudes hanging on the walls to bring them down.



#27 Sandshrew

By knocking the Geodudes down, the Sandshrews will pop out of the ground. Give them some food to make them happy.



#28 Sandslash

You can either use the Dash Engine to get right up to the Sandslash before it burrows itself into the ground, or you can bomb the two Geodudes to bring down the Graveler and cause the Sandslash to pop out again.



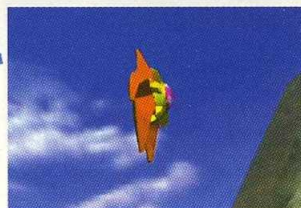
#75 Graveler

Play the flute to get all three of them to dance in a circle!



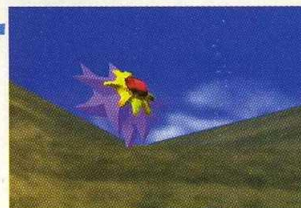
#130 Gyrados

When you first start the level, you'll see a Magikarp flopping in the water near the first Mankey. Throw Pester Balls at it from afar and watch it bounce towards the Mankey. The Mankey will kick it clear across the Valley. Right next to the trio of Gravelers, you will see the same Magikarp flopping on the ground. Bomb it again and watch the Gyrados emerge out of the waterfall!



#120 Staryu

Drop some objects into the first. Near the trio of Gravelers, you will see a Staryu floating above the water. Take a picture of it and it will follow you. There are three all together that you can collect before the whirlpool.



#121 Starmie

After you take a picture of a Staryu and have it follow you, it will jump into the whirlpool and come out as a Starmie. Get all three Staryus and all three will evolve.



#149 Dragonite

Keep throwing Pester Balls into the whirlpool and a Dragonite will appear!



#56 Mankey

Right after you knock the Mankey down from the hill with a Squirtle, take a picture of him before you make him push the switch. It's the closest shot you'll get.



#129 Magikarp

On your way to the exit, throw items in the water and a Magikarp may bounce out of the water.



#118 Goldeen

At the start of the course and on your way to the exit, throw items in the water and a Goldeen may pop out. The Goldeen is really quick, so arm the camera as soon as you throw in an object and hope to get a good shot.



#147 Dratini

Like the Goldeen, the Dratini are mostly at the start and end of the course. Throw objects into the water and they'll pop out. You'll have to be quick with these guys too, although they give you a little more time than the Goldeen does.



Pokémon Snap



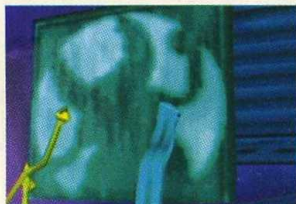
7 The Six Pokémon Symbols

Pokémon Symbols, each found within the landscape of the six different courses. The red indicator on your lens will light up if a Pokémon Symbol is within view, making it easier to identify the Symbol within the landscape. After finding the first Pokémon Symbol, you will receive the Poké Flute to further your progress. Here are the locations of each Pokémon Symbol:



Kingler Symbol

Found towards the beginning of the Beach course. It's a rock formation to the left, just as you pass Pikachu's surfboard.



Pinsir Symbol

Found towards the end of the Tunnel course. You have to get Pikachu to hatch Zapdos out of the big egg (see 2. Tunnel) to turn on the electricity in the area. There will be a projector on the right displaying a Pinsir shadow just before the Magnemites.



Koffing Symbol

At the start of the Volcano course, you will see a volcano to the left near the Rapidashes. Throw Pester Balls into the volcano and a Koffing-shaped smoke plume will rise out.



Cubone Symbol

On the River course, just above the Vileplume is a rock formation shaped like a Cubone. Use your Poké Flute to get rid of the Vileplume's smoke by making him dance.



Mewtwo Symbol

In the Cave course, just as you approach the Weepinbell you will see glistening, shiny objects to the left in the distance. This is also where the third set of Koffing and Jigglypuff appear from. Take a picture of the shiny objects and head back to the lab. The photo will reveal that it's a Mewtwo hologram!



Dugtrio Symbol

This one is easy! Right at the start of the Valley course, you'll see a mountain shaped like a Dugtrio in the distance.

8 Rainbow Clouds

After you take pictures of all six Pokémon Symbols, the Rainbow Clouds course will become available. There is only one Pokémon here: Mew. It's possible to get a maximum 10,000 points for a perfect Mew photo. Here's how to take a great picture of Mew:



Use your Pester Balls to smash the sphere that contains Mew. It'll take several hits before Mew is released. After the first time you release Mew, it will take fewer hits to release him again.



As Mew tries to re-enter the sphere, throw some Pester Balls over his head to disrupt him. He will spin around and briefly stay in position.



Use your Dash Engine to get right up to Mew and take a super close-up shot. You can keep hitting Mew over the head with Pester Balls to keep him from ever returning to his sphere.

Challenge Score

After getting all 63 Pokémon in your Pokémon Report, Professor Oak will issue a Challenge Score for each course. Beating all the Challenge Scores doesn't give you anything special, but it's fun to give it a whirl. The key is to take as many high-scoring pictures as you can in one run through a course. The score is multiplied by the number of photos taken, so use your whole roll. Also, take some pictures of the Pokémon Symbols to add to your score. It's a great opportunity to get back in and improve your photos.

Say Cheese!

Making a video game about taking photographs might seem like a weird idea, but *Pokémon Snap* is not the first game to try it. Check out these earlier examples of shutterbug video games:

GekiSya Boy (PC Engine)

This crazy photography game was released by Irem for the Japanese PC Engine system (a.k.a. TurboGrafx-16) back in 1992. You play as David Goldman, a student at the fictitious Los Angeles Camera School, who is challenged by his professor to go out and take the craziest pictures imaginable in eight different locations. At the end of each level, the professor examines your photos and grades you on your performance, just like Professor Oak in *Pokémon Snap*!



Spider-Man (Genesis)

Photography was not the primary activity in this side-scrolling action game from Sega, but Spidey did have the ability to take pictures of any scene during his adventure. At the end of each level, his alter-ego, Peter Parker, could sell the photos to the Daily Bugle, then use the money to buy the chemical components of his web fluid. Photos of "boss" characters like the Lizard or Electro were worth the most money!



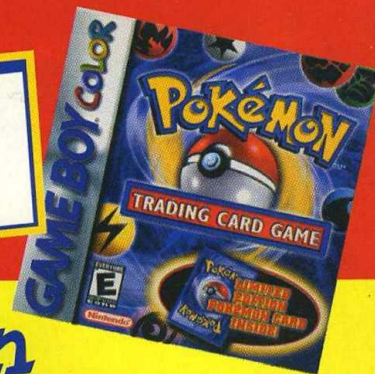
Metal Gear Solid (PlayStation)

The list of available items in Konami's hugely popular "stealth" action game included a camera which you could use to take pictures of various shenanigans...including the "ghosts" of the game's programmers, who wander invisibly through certain areas.



YOU CAN WIN

Nintendo's new Pokémon Trading Card Game Game Pak + a Game Boy Color



Whether you're an experienced *Pokémon* TCG player or a novice who's looking to learn the rules, you'll love this new Game Boy title; heck, if nothing else, it's a lot more convenient than carrying around those big, slippery three-ring binders with all of your valuable cards in them!

To enter, send a postcard with your name and complete address to:

TIPS & TRICKS Pokémon Trading Card Game Sweepstakes,
8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.



11 winners will be chosen!



Each lucky winner will receive:

- ★ **One Pokémon Trading Card Game Game Pak**
- ★ **A one-year subscription to *TIPS & TRICKS* Magazine**

In addition to the above prizes, one Grand Prize winner will also receive a Nintendo Game Boy Color unit!

All entries must be received by July 22, 2000.

Good luck!

Sponsored by

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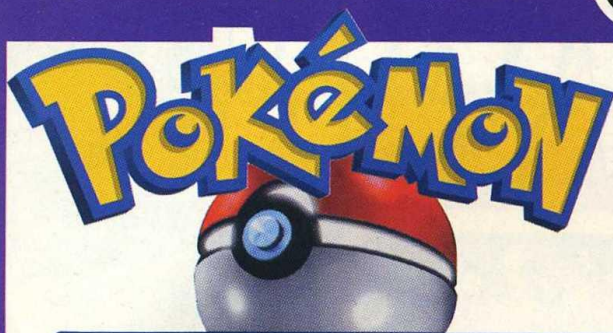
and

Nintendo

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NO PURCHASE NECESSARY

To enter the *TIPS & TRICKS* Pokémon Trading Card Game Sweepstakes, participants must send a postcard with their name and complete address to *TIPS & TRICKS* Pokémon Trading Card Game Sweepstakes, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Participants are limited to one entry. All entries must be received by July 22, 2000. 10 First Prize winners and one Grand Prize winner will be selected at random at the end of the contest. All correctly completed and eligible entries will be entered into the drawing. The drawing will take place on July 25, 2000. Each First Prize winner will receive one Pokémon Trading Card Game Game Pak and a one-year subscription to *TIPS & TRICKS*, valued at approximately \$110. The Grand Prize winner will receive one Game Boy Color unit, one Pokémon Trading Card Game Game Pak and a one-year subscription to *TIPS & TRICKS*, valued at approximately \$130. *TIPS & TRICKS'* decisions in all respects relative to the Sweepstakes are final. By entering, you agree to be bound by these Official Rules. The Sweepstakes is offered by *TIPS & TRICKS* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, which is not responsible for incomplete, illegible, or misdirected mail. By participating and winning a prize, the winners release *TIPS & TRICKS*, Nintendo of America Inc., their affiliates, subsidiaries, directors, officers, employees, sponsors, and agents, including advertising and promotion agencies, from any and all liability with respect to the prize(s). *TIPS & TRICKS* reserves the right to cancel or modify the Sweepstakes if fraud or technical failure destroy the integrity of the Sweepstakes, as determined by *TIPS & TRICKS* in its sole discretion. The winners are responsible for paying any income taxes on the value of the prize(s) received. Void where prohibited or restricted by law. All federal, state and local regulations apply. Winner will be notified by mail within two weeks after the drawing and will be required to sign and return an affidavit of eligibility and liability release within four weeks of notification or prize will be forfeited. All entries become property of *TIPS & TRICKS* and none will be returned. All contestants agree to the use of their name and responses for promotional purposes without compensation. Allow 6-8 weeks for delivery of prize. No cash or other substitution for prizes. Taxes are the sole responsibility of the winners. Prizes won by minors will be awarded to parent or legal guardians who must sign an affidavit and release. The Sweepstakes is open to all residents of the United States except employees and members of *TIPS & TRICKS*, Nintendo of America Inc., Golin/Harris International and their respective affiliates, distributors, subsidiaries, retailers, advertising and promotional agencies and the immediate families of such employees. All federal, state and local laws apply. Void where prohibited. For the name of the Sweepstakes winners, send a self-addressed envelope to *TIPS & TRICKS* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 no later than August 25, 2000. Chances of winning depend upon the number of contest entries. Nintendo is a Registered Trademark of Nintendo of America, Inc. Pokémon Characters, Logos and all related artwork © 1995-2000 Nintendo/Creatures/GAME FREAK.



TRADING CARD GAME

by Charlotte Chen

Mason Laboratory

Main Room



Fire Energy



Water Energy



Lightning Energy



Psychic Energy



Fighting Energy



Grass Energy



Colorless Energy

other Pokémon titles, and some Pokémon will have weaknesses in the trading card game that they don't have anywhere else. For instance, Psychic Pokémon are weak against Psychic Pokémon. Also, Rock Pokémon use Fighting Energy Cards and are weak against Psychic Pokémon. Dr. Mason will guide you step-by-step through a practice duel with Sam, one of the technicians in his laboratory.

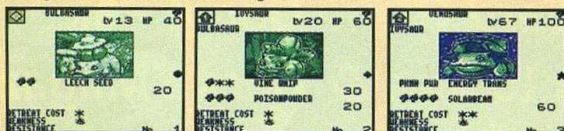
Before you begin the practice duel, Sam will answer any questions you may have regarding the following topics:

1) Energy—A Pokémon cannot attack or retreat without an energy card attached. There are seven kinds of energy cards: Grass, Fire, Water, Lightning, Psychic, Fighting and Colorless. The type of energy required depends on the Pokémon.

2) Attacking—Pokémon need Energy cards to attack. The Energy required differs according to the Attack.

3) Retreating—You need to use Energy cards to retreat. The number of cards required depends on the Pokémon.

4) Evolving Pokémon—There are three types of Pokémon cards: Basic Pokémon, Stage 1 Pokémon and Stage 2 Pokémon. Basic Pokémon are the only ones that can be put directly into play. Once in play, Basic Pokémon can be evolved to Stage 1, then Stage 1 can be evolved to Stage 2.



5) Pokémon Powers—Some Pokémon have special abilities. They may use these abilities as soon as their card is played, or you can choose the "Pokémon Power Command" while they are in play.

6) Ending Turn—Your turn ends if you finish attacking, or are unable to attack.

7) Winning or Losing Duels—The winner or loser is determined by the prizes. You can draw a prize card when you knock out your opponent's Pokémon. If you knock out as many Pokémon as there are prizes, you win. You lose if you have no cards in your deck at the start of your turn, or if there are no Pokémon in your play area.

1) Status—This screen shows you the number of cards in your Card Album, which contains all the cards possible to obtain from the Booster Packs and Promotional Cards in the game. The maximum number is 226. It also shows your playing time and keeps track of the Master Medals you've earned along with their icons.



2) Diary—This is just the save feature. When you write in your diary, you're saving your game. This also shows the number of cards in your Card Album and the number of Master Medals you've won. Just in case your Game Boy gets disconnected

while you're in the middle of a duel, don't panic. When you start your game again, you'll have the option of beginning your game from the last place you saved, or from the middle of your duel at the point you were disconnected.

3) Deck—You can hold four deck configurations at a time. These are the portable decks you can always have with you as you travel. Using the Deck function, you can also modify your deck, change its name and select which one you want to duel with.

Nintendo has created yet another game starring the current pop culture scourge of America. Pokémon Trading Card Game for the Game Boy is an electronic version of the alarmingly popular Wizards of the Coast trading card game. Pokémon TCG acts as an introduction to the game, beginning with the bare essentials and then guiding you slowly along the learning curve until you can understand even the most intricate machinations involved in successful Pokémon trading card manipulation. Many of the cards in the game are based on real Wizards of the Coast cards from the Base Set boosters and the Jungle and Fossil expansion sets. All other cards found in Pokémon TCG are Game Boy originals. The Game Boy cart itself comes prepackaged with a limited-edition Pokémon trading card based on one of these original Game Boy cards, a Level 13 Holofoil Meowth.

The story and characters closely parallel the Pokémon role-playing titles; instead of eight Gym Leaders, you must defeat eight Club Masters; instead of the Elite Four, you challenge the four Grand Masters...and your Rival is no longer the annoyingly snotty Gary, it's the annoyingly snotty Ronald. Both you and Ronald are on a quest to inherit the Legendary Pokémon Cards, but it's not easy. You need to collect eight Master Medals from each Club Master (instead of Badges) and then you're granted the opportunity to battle all four Grand Masters in a row. Dr. Mason replaces Professor Oak as your mentor, and it is in his laboratory that the Pokémon Trading Card Game begins.

Mason Laboratory

Dueling Tech Sam



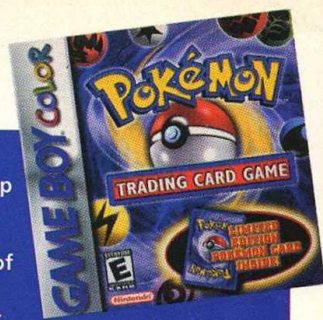
Sam will offer to instruct you on how to play the Pokémon TCG with a practice deck while you follow Dr. Mason's instructions. He'll guide you to your first victory! Sam will give you a Colosseum Booster Pack full of Energy Cards after you win. You may duel repeatedly; since in the practice duel you don't shuffle the deck, you'll both draw the same cards for every battle. Remember Dr. Mason's instructions to win every time, and continue receiving Colosseum Booster Packs full of Energy Cards. After you've duelled Sam enough times to feel confident that you understand the basics, speak to Dr. Mason to get your first deck. He'll offer you three choices: "Bulbasaur & Friends," "Charmander & Friends" and "Squirtle & Friends." Choose which Club you intend to challenge first based on your first deck. Since Bulbasaur & Friends contains mostly Grass Pokémon Cards, head for the Rock Club. You could also try the Water Club first, but unlike in the other Pokémon titles, very few Water Pokémon will be weak against Grass Pokémon. If you choose Charmander & Friends, you should start out in the Grass Club...and if you choose Squirtle & Friends, go straight to the Fire Club.

Before you head out into the wild blue yonder to collect your inheritance, take a look at the in-game menu. It has four functions that you'll find useful in the course of your quest:



4) Card—This is a gigantic list that shows all the cards you own and how many of them you have. It's broken up into nine categories: Grass, Fire, Water, Lightning, Fighting, Psychic, Colorless, Trainer and Energy Cards. You can look at any of your cards in this index.

Another chore to complete before you leave the Mason Laboratory to begin your quest for the Legendary Pokémon Cards is to check your e-mail. Dr. Mason will give you some tips regarding Booster Packs and an attached Colosseum Booster Pack; all of his subsequent e-mails will also have various Booster Pack attachments. After checking your e-mail, stop inside the Mason Laboratory Computer Room.



GAME BOY

Pokémon Trading Card Game

Mason Laboratory Computer Room

Initially, only two machines in the Computer Room will be working: an Auto Deck Machine and the Deck Save Machine. All of the other machines are deactivated Auto Deck Machines that will only work once you insert a certain Club's Master Medal.

Auto Deck Machine

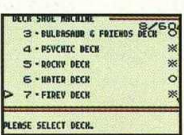


An Auto Deck Machine will build a deck for you as long as you have all the required cards; if you do not, it will show you a list of all the

cards you need. Every Auto Deck Machine contains configurations for five different decks; some of these decks are the same ones you'll compete against in the various Clubs.

Deck Save Machine

You don't have to rely on Auto Decks to create your decks for you. You can modify your decks however you like. When you have a configuration that you're happy with, you can save it in the Deck Save Machine, which can hold up to 60 different deck configurations and rebuild them for you at any time as long as you have the required cards.



Deactivated Auto Deck Machines

None of these machines will activate unless you insert the appropriate Master Medal. The eight deactivated Auto Deck Machines correspond to the eight different Clubs. Every time you defeat a Club Master, remember to come back to the Computer Room to activate that Club's Auto Deck Machine.

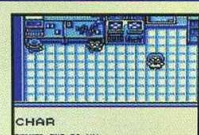
Mason Laboratory Computer Room



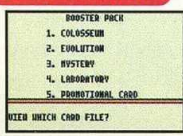
Tech Aaron is inside the Computer Room. He'll offer to duel you so you can test your deck. If you win, he'll give you a Colosseum Booster Pack full of Energy Cards. He uses three different decks: "Lightning & Fire," "Water & Fighting" or "Grass & Psychic." This will be your first battle without Dr. Mason's assistance. Which one of Aaron's decks you choose to duel against should depend on the Starter Set you chose in the beginning. If you have Bulbasaur & Friends, try the "Water & Fighting." If you picked Squirtle & Friends, choose "Lightning & Fire." With Charmander & Friends, choose "Grass & Psychic."

Mason Laboratory PC

The PC has four functions: Card Album, Read Mail, Glossary and Print. Every single place in the Pokémon TCG world has a PC except for Ishihara's house.

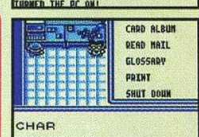


Card Album



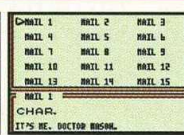
This keeps track of all the cards you've collected, even ones that you've given up in trade. It organizes your cards into five different Booster Pack sets.

- 1) Colosseum—56 cards
- 2) Evolution—50 cards
- 3) Mystery—51 cards
- 4) Laboratory—51 cards
- 5) Promotional Card—18 cards



Read Mail

Dr. Mason will periodically send you e-mail that contains both Booster Packs and handy tips on how to defeat each Club Master. You usually won't receive e-mail containing these tips until you've defeated three members of a club. For example, once you defeat three Fighting Club members, check the PC to see what Dr. Mason has to say about Fighting Club Master Mitch. Dr. Mason will also include a Booster Pack that contains cards that are useful against the Club specialty. Remember to check the PC before fighting a Club Master!



Print

You can print out your Pokémon trading cards with the Game Boy printer.

If the Active Pokémon is knocked out and you don't have a Bench Pokémon, you lose the game.

8) Prizes—Prizes are the cards placed to count the number of the opponent's Pokémon you knocked out. Every time an opposing Pokémon is knocked out, you take one of your prizes into your hand. When you take all of your prizes, you win the game. (You are not taking or losing cards when you put down prizes. Prizes merely refer to cards drawn from your own deck and placed down to serve as indicators to show how many of your opponent's Pokémon you've knocked out. When you take a prize, you are returning one of your own cards to your hand.)

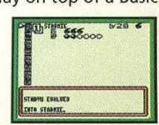
9) Damage Counter—A damage counter represents the amount of damage a certain Pokémon has taken. One damage counter represents 10 HP of damage. If a Pokémon with an HP of 30 has three damage counters, it has received 30 HP of damage, and its remaining HP is 0. (In other words, it's knocked out.)

10) Energy Cards—Energy Cards are cards that power your Pokémon, making them able to attack. There are seven types of Energy Cards: Grass, Fire, Water, Lightning, Psychic, Fighting and Double Colorless. You may only play one Energy Card from your hand per turn. (Make sure you have a lot of Energy Cards; if you have mostly Fire Pokémon in your hand, include a lot of Fire Energy Cards.)

11) Trainer Cards—Trainer Cards are support cards. There are many Trainer Cards with different effects. Trainer Cards are played during your turn by following the instructions on the card and then discarding it. You may use as many Trainer Cards as you like.

12) Basic Pokémon—Basic Pokémon are cards that can be played directly from your hand into the play area. Basic Pokémon act as the base for Evolution Cards. Charmander, Squirtle and Bulbasaur are examples of Basic Pokémon.

13) Evolution Card—Evolution cards are cards you play on top of a Basic Pokémon Card (or sometimes on top of another Evolution Card) to make it stronger. There are Stage 1 and Stage 2 Evolution Cards. If you do not have a Basic Pokémon in the play area, you cannot place the Stage 1 Evolution card—and if you do not have a Stage 1 Evolution Card in the play area, you cannot place the Stage 2 Evolution Card. (For example, a Basic Pokémon Card, Squirtle, can evolve to the Stage 1 Evolution Card Wartortle, and Wartortle can evolve to the Stage 2 Evolution Card Blastoise.)



14) Attack—By choosing attack, your Pokémon will fight your opponent's Pokémon. Your Pokémon require energy in order to attack. The amount of energy required differs according to the attack. The Active Pokémon is the only Pokémon that can attack.

15) Pokémon Power—Unlike attacks, Pokémon Power can be used by Active or Benched Pokémon. Some Pokémon Power are effective by just

Glossary

This two-page reference list contains information on all the terminology used throughout the game that may be confusing to the layman.



1) Deck—The deck is the pile of cards you will be drawing from. At the beginning of your turn, you will draw one card from your deck. If there are no cards to draw from the deck, you lose the game. (Also, a deck must contain 60 cards. Before the game starts, each player shuffles the other's deck, then draws an initial hand of seven cards.)

2) Discard Pile—The pile in which you place used cards is called the discard pile. You can look at both yours and your opponent's discard pile with the Check command.

3) Hand—The cards held by each player are called a hand. There is no restriction to the number of cards in the hand. You may even have 10 or 20 cards in your hand.

4) Arena—The arena is where you place the Pokémon that is actively fighting. The game proceeds by using the active Pokémon in the arena.

5) Bench—The bench is where you place your Pokémon that are in play but aren't actually fighting. They're ready to come out and fight if the active Pokémon retreats or is knocked out. You can have up to five Pokémon on the bench.

6) Active Pokémon—The Active Pokémon is the Pokémon that is in the arena. Only Active Pokémon can attack.



7) Bench Pokémon—The Pokémon that are in play but aren't actively fighting are called Bench Pokémon. They're ready to come out and fight if the Active Pokémon retreats or is knocked out.



Pokémon Trading Card Game

GAME
BOY

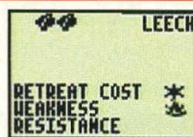
placing the Pokémon in the play area, but for some you must choose the Pokémon Power command. You do not need Energy Cards to use the Pokémon Power.

16) Weakness—Some Pokémon have a weakness. If a Pokémon has a weakness, it takes double damage when attacked by Pokémon of a certain type.

17) Resistance—Some Pokémon have resistance. If a Pokémon has resistance, it takes 30 less damage whenever attacked by Pokémon of a

certain type.

18) Retreat—By choosing retreat, you can switch the Active Pokémon with a Pokémon on your Bench. Energy is required to retreat your Active Pokémon. The amount of energy required to retreat differs for each Pokémon. To retreat, you must discard energy equal to the retreat cost of the retreating Pokémon.



Mason Laboratory Challenge Machine

Dr. Mason won't build this machine until later in the game. You can test your deck against five computer opponents that are based on people you've met in the course of the game. This is much more difficult than it sounds, since you



have to use the same deck throughout all five battles. The minimum requirement to win is a five-game streak, but you can also attempt to extend your winning streak for as long as possible.

Battle Center and Gift Center



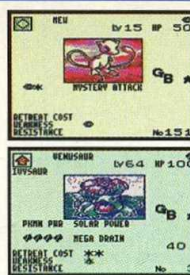
There's a Battle Center and a Gift Center in the lobby of every Club. In the Battle Center, you and a friend can duel via the link cable using any of the available portable Game Boy systems: Game Boy, Game Boy Color or Game Boy Pocket. Unfortunately, the Gift Center will not let you use their services unless both you and a friend have a Game Boy Color. The Gift Center allows you to send and receive both cards and deck configurations using the infrared link on top of the Game Boy Color.

Card Pop!



If you and a friend both have a Color Game Boy and a copy of the Pokémon Trading Card Game, you can use the infrared link to randomly generate new cards for you and your friend. Card Pop! works by reading the ID numbers for both of your games. After you Card Pop! with one friend's game, you cannot Card Pop! with them again since you can only Card Pop! with one ID number once. The only way around this is for one of you to start a new game, so the ID number will change; otherwise you'll need to Card Pop! with as many different people as possible who own both a Game Boy Color and the Pokémon Trading Card Game.

If you examine the bookshelves inside Ishihara's house, one of the tomes suggests that there are two Phantom Cards that can only be obtained through Card Pop! These Phantom Cards are required to complete the "Mysterious Pokémon Deck," whose configuration can be learned only from the Legendary Auto Deck Machine in the Hall of Honor, after you defeat the Pokémon Dome a second time. The two Phantom Cards are Mew L.15 and Venusaur L.64.



Challenge Hall

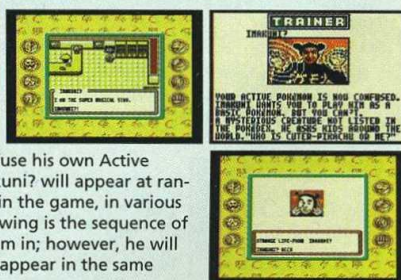
After you earn your third Master Medal, the Challenge Hall will

host its first Challenge Cup. The second and

third Challenge Cups will be held after you earn your fifth Master Medal and after you beat the game for the first time, respectively. After that, the Challenge Cup will be held at random intervals. This is where you have a chance to win a Promotional Trading Card, so it's a good idea not to miss an opportunity to participate in a Challenge Cup. It's possible to earn every Promotional Card by continually participating in these tournaments.



Strange Life-form Imakuni? Sightings



At the Fighting Club, you'll meet Imakuni? for the first time. He'll be inside the lobby, next to the bookcase. Every time you fight Imakuni, no matter which Club you find him in, he'll be inside the lobby in the same position. He also appears to be wearing a mouse costume. If you speak to Lass in the Water

Club, she'll tell you that although Imakuni? is a complete weirdo, he possesses a lot of rare cards so you should challenge him. Imakuni? is more like a joke than a serious competitor. Even if he seems like he's gaining the advantage, he'll ruin himself by playing the Imakuni? Trainer Card, which does nothing

except confuse his own Active Pokémon. Imakuni? will appear at random moments in the game, in various clubs. The following is the sequence of clubs I found him in; however, he will not necessarily appear in the same order every time.

1) Fighting Club

1 match, 6 prizes. "Imakuni? Deck"

Win: Colosseum Booster Pack, Evolution Booster Pack, Mystery Booster Pack, and Laboratory Booster Pack

2) Lightning Club

1 match, 6 prizes. "Imakuni? Deck"

Win: Colosseum Booster Pack, Evolution Booster Pack, Mystery Booster Pack and Laboratory Booster Pack.

3) Science Club

1 match, 6 prizes. "Imakuni? Deck"

This will be your third win against Imakuni?! He'll have a fit.

Win: Promotional Card Imakuni?

4) Water Club

1 match, 6 prizes. "Imakuni? Deck"

Win: Colosseum Booster Pack, Evolution Booster Pack, Mystery Booster Pack and Laboratory Booster Pack.

5) Fighting Club

1 match, 6 prizes. "Imakuni? Deck"

Win: Colosseum Booster Pack, Evolution Booster Pack, Mystery Booster Pack and Laboratory Booster Pack.

6) Lightning Club

1 match, 6 prizes. "Imakuni? Deck"

Win: Promotional Card Imakuni?

After your sixth battle with Imakuni?, he will no longer give you any Imakuni? Trainer Cards; however, you will continue to encounter him in various Clubs, receiving four Booster Packs every time you defeat him.

Ishihara's House

Ishihara. Check Ishihara's House and he'll offer to trade with you right away.

1st trade: Offers a Surfing Pikachu L.13, with an ocean background in exchange for a Clefable.

2nd trade: Offers a Flying Pikachu L.12 in exchange for a Ditto.

3rd trade: Offers a second Surfing Pikachu L.13, with a mountain background in exchange for a Chansey.

Ishihara will give you some extremely rare Promotional Cards in trade. In the beginning of the game the world map will just call Ishihara's House "??'s House," and there won't be anyone inside. After playing the game a short while, you'll come across people in the Clubs that will begin to talk about



Grass Club

You have to defeat three members of the Grass Club before anyone will inform you of Grass Club Master Nikki's whereabouts.

Brittany

You can find her in the lobby

1 match, 4 prizes. "Etcetera Deck"

Brittany's got an incredibly varied deck. It's possible that while you fight her you never see one Grass Pokémon. Include some strong Fire Pokémon in your deck just in case...and use good Colorless Pokémon like Jigglypuff/Wigglytuff that can do up to 60 points of damage at one time. She's got an eclectic mix, and so should you.

Win: Two Mystery Booster Packs

Heather

1 match, 4 prizes. "Kaleidoscope Deck"

Heather has the same kind of strategy as Brittany, with a lot of different types of Pokémon and very few Grass Pokémon. I personally favor having a good cache of Fire Pokémon like Growlithe and Ponyta along with strong Colorless Pokémon. Although I like to use Jigglypuff/Wigglytuff, you should find the combination you feel the most comfortable with. Heather will also use an Eevee that can transform into Vaporeon, which is incredibly dangerous against Fire Pokémon. If you had enough time to evolve Ponyta into Rapidash, you can retreat without losing any Energy Cards. Another nasty trick of Heather's is Porygon's two Conversion attacks: "Conversion 1" and "Conversion 2." Porygon can change its resistance and your Pokémon's weakness. Pay close attention to the different conversions it uses. Gust of Wind and Switch Trainer Cards are especially useful in this battle.

Win: Two Colosseum Booster Packs

Kristin

1 match, 4 prizes. "Flower Garden Deck"

Kristin doesn't have as big a variety as Brittany and Heather; it is against her that your Fire Pokémon will first show their worth. Her main strategy appears to be poison, paralysis and confusion; these are hit-or-miss since these attacks only succeed 50% of the time.

Win: Two Evolution Booster Packs

Club Master Nikki

1 match, 6 prizes. "Flower Power Deck"

The third Grass Club Member you defeat will tell you that Nikki is at Ishihara's House. There Nikki will accept your duel, but will only fight in the Grass Club. On your way back to the Club, prepare a strong Fire deck; Nikki is similar to Kristin in that many of her Pokémon are grass types that depend on status-affecting attacks. Evolving or switching your Pokémon will end these effects. Look out for the seemingly weak Oddish; it can quickly evolve into Vileplume, whose Petal Dance does damage times 40!

Win: Grass Medal and two Laboratory Booster Packs



Traders

a) Lass

She'll trade you some rare cards in exchange for your "cute" cards. Speak to her several times, since once in awhile she'll offer a new trade.

1st Trade: Receive Vileplume L.35 in exchange for any Oddish.

2nd Trade: Receive Promotional Card Pikachu L.16 in exchange for Clefairy.

3rd Trade: Receive Blastoise L.52 in exchange for Charizard.

Lightning Club

Jennifer

1 match, 4 prizes. "Pikachu Deck"

Jennifer loves Pikachu, so she has many of them in her deck. Both Flying and Surfing Pikachu are included in her collection. Her Flying Pikachu has resistance against Fighting/Rock Pokémon, although her Surfing Pikachu has a weakness against them. If you can't keep track, remember that the "Check" function lets you look at your opponent's Pokémon as well as your own.

Win: Two Mystery Booster Packs

Nicholas

1 match, 4 prizes. "Boom Boom Selfdestruct Deck"

Koffing's "Foul Gas" attack will either poison or confuse your Pokémon. Also, since Koffing uses Grass Energy Cards, your Fighting/Rock Pokémon will take double damage from it. Nicholas has an alarmingly large number of Rock Pokémon in his deck, so if you have the inclination you should modify your own deck to include a few Grass Pokémon. If his Koffing ever evolves into Weezing, beware of the "Selfdestruct" attack! Not only will it do 60 damage to your Active Pokémon, all your Benched Pokémon will take 10 points of damage.

Win: Two Colosseum Booster Packs

Brandon

1 match, 4 prizes. "Power Generator Deck"

Brandon uses the Colorless Pokémon Eevee to prevent your Pokémon from attacking, while Magnemite's "Thunder Wave" will slowly wear down your Pokémon while it's paralyzed. If you have some strong Rock Pokémon, Magnemite is easily knocked out. Try to take out Eevee before it evolves into Jolteon. If its "Tail Wag" is too annoying, retreat and replace your Active Pokémon with one that can attack.

Win: Two Colosseum Booster Packs

Club Master Isaac

1 match, 6 prizes. "Zapping Selfdestruct Deck"

Isaac's two strongest Colorless Pokémon are probably Tauros and Kangaskhan. Although they have high hit points, they require a lot of Energy Cards before they're able to attack, so a few Energy Removal Trainer Cards will handicap them right from the start. Beware of Isaac's "Selfdestruct" moves, which will damage your Benched Pokémon. Keep an eye on the health of both your Active Pokémon and your Benched Pokémon.

Win: Lightning Medal and two Mystery Booster Packs



Traders

a) Chap

Gives you Promotional Card Electabuzz L.20 in exchange for Electabuzz L.35.



Psychic Club

Michael

He can be found in the lobby of the Psychic Club

1 match, 4 prizes. "Ghost Deck"

Robert's most dangerous Pokémon card is the Gastly/Haunter/Gengar combination. You should use fast attacking Psychic Pokémon since Robert will have to both evolve his Ghost Cards and attach a lot of Energy Cards before they can attack. He might use the Pokémon Breeder Trainer Card to skip Haunter and turn Gastly directly into Gengar, so knock out Gastly as quickly as possible. Psychic Pokémon are weak against Psychic Pokémon, but Colorless Pokémon are usually resistant against Psychic. Have a few strong Colorless Pokémon in your deck throughout your battles at the Psychic Club.

Win: Two Evolution Booster Packs

Stephanie

1 match, 4 prizes. "Strange Power Deck"

Stephanie's Psychic Pokémon Cards will use confusion, paralysis and sleep to cripple your Pokémon. Although most of her moves—like Slowbro's "Psyshock" and Drowzee's "Confusion"—depend on flipping coins, she seems to get more successes than failures. Add a couple of Full Heal and Gust of Wind Trainer Cards to your deck. Mr. Mime is especially annoying because of his Pokémon Power "Invisible Wall." When you cause more than 30 points of damage to him, he doesn't receive any damage.

Win: Two Laboratory Booster Packs

Daniel

1 match, 4 prizes. "Nap time Deck"

Daniel's Pokémon will use "Hypnosis" to try to put your Pokémon to sleep. Since the sleep check depends on coin tosses, you can luck out and wake up instantly...or be hammered down while you're dozing. As with Stephanie, a Full Heal Trainer Card will come in handy, but don't include too many of them in your deck. Daniel's Exeggcutte has a weakness against Fire, so if you have a good Fire Pokémon deck it'd be perfect for this duel (especially if you want it over quickly).

Win: Two Evolution Booster Packs

Club Master Murray

1 match, 6 prizes. "Strange Psyshock Deck"

Murray's Abra/Kadabra/Alakazam combination is no match for most of your Colorless Pokémon. Your Pokémon with resistance will only take 20 points of damage from Kadabra's strongest attack. Be careful of Mr. Mime, since he'll only take damage doled out 20 points at a time; any attack that normally causes more damage will do nothing, thanks to "Invisible Wall." Murray has at least one Kangaskhan Card, which does that standard wear-down-Pokémon-while-building-up-the-Benched-Pokémon thing, so knock it out first with a strong non-Psychic Pokémon. Although Fighting Pokémon are very effective against most Colorless, don't use them since they are weak against Psychic.

Win: Psychic Medal and two Laboratory Booster Packs



Traders

a) Pappy

He'll give you Promotional Card Mewtwo L.60 once you defeat Murray.



Rock Club

Matthew

You can find Matthew sitting at the card table in the lobby

1 match, 4 prizes. "Hard Pokémon Deck"

Matthew starts out with Rock Pokémon like Geodude and Onix. If you have Grass Pokémon in your deck, check to see which ones have a resistance against Fighting/Rock Pokémon. When you're resistant, you take 30 points less damage!

Win: Two Mystery Booster Packs

Andrew

1 match, 4 prizes. "Blistering Pokémon Deck"

His strongest Pokémon card appears to be his Cubone/Marowak combination. Marowak's "Bone-rang" attack will do up to 60 points of damage...and if you have a Colorless Pokémon that is weak against Fighting/Rock Pokémon, you'll take 120 points of damage. Although Marowak is weak against Grass Pokémon, don't rely completely on one type; Andrew also has some Fire Pokémon in his deck, and they'll make short work of your Grass Pokémon. Try to achieve a similar balance in your deck, with Grass Pokémon and Water Pokémon.

Win: Two Colosseum Booster Packs

Ryan

1 match, 3 prizes. "Excavation Deck"

Ryan's most annoying card is his Mysterious Fossil/Aerodactyl. Once Mysterious Fossil Trainer Card evolves into Aerodactyl, it can use the Pokémon Power "Prehistoric Power." This will prevent both of you from playing any more Evolution Cards. Try to knock out the Mysterious Fossil Trainer Card to get it out of play before it turns into Aerodactyl; unfortunately, this will not count as knocking out a Basic Pokémon.

Win: Two Evolution Booster Packs

Club Master Gene

1 match, 6 prizes. "Rock Crusher Deck"

Gene depends mostly on Dugtrio's "Slash" and Graveler's "Rock Throw" do to 40 points of damage at a time. Take out the Diglett and Geodude Cards before it gets to that point. If you're using Grass Pokémon, this match will be no problem at all. Don't use any Colorless Pokémon since they're weak against Rock and Fighting Pokémon.

Win: Rock Medal and two Mystery Booster Packs



Erik

Every single one of Erik's Pokémon will attempt to poison you. Although almost all the poison checks require a coin toss, it's still highly likely that he'll eventually succeed. Use Full Heal Trainer Cards, along with a Fire/Psychic Pokémon deck. Erik's most dangerous Pokémon card is the Koffing/Weezing combination. Koffing's "Foul Gas" will either Poison or Confuse you...and if he attacks enough times, he will do both.

David

Nidoran ♀'s "Call for Family" attack will draw all the Nidorans, male and female, out of the deck and place it in David's hand. Luckily, the Basic Nidorans are not very strong, and David's other Pokémon like Pinsir will be weak against Fire.

Win: Two Mystery Booster Packs

1 match, 4 prizes. "Flyin' Pokémon Deck"

Joseph is blocking the entrance to the room with the Science Club Master. Defeat him in a four-prize match to gain access. He's probably the easiest trainer to beat in the whole game. He'll start out with weaklings like Pidgey and Zubat, who both only have 40 HP, and he never has enough Pokémon on his Bench. You can probably defeat him without even having to collect all the prizes, since he'll run out of Pokémon. If you have any trouble with him, go practice some more with Sam at Dr. Mason's laboratory.

Win: Two Evolution Booster Packs

1 match, 6 prizes. "Wonders of Science Deck"

Rick's strongest card is his Level 60 Mewtwo, but if you have a good Colorless Pokémon, it can only do a maximum of 10 points of damage. Koffing's "Foul Gas" attack will confuse or poison you. If possible, try not to evolve your Basic Pokémon until you get poisoned. Then when you play an Evolution Card, you'll be cured of poison!

Win: Science Medal and two Laboratory Booster Packs



Sara

1 match, 2 prizes. "Waterfront Pokémon Deck"

Sara's strategy, in the vein of *Monty Python and the Holy Grail*, is "Run away!" Although all her Pokémon are weak against Lightning, from Farfetch'd to Psyduck, when she retreats you narrowly miss getting a knock out. This is annoying since there are only two prizes. Use Lightning Pokémon, and then—if she's retreating too many times—use Magne-nite's "Selfdestruct" (making sure you won't lose any of your own Bench Pokémon). You'll hit and probably knock out the Pokémon that have retreated to her Bench.

Win: Two Colosseum Booster Packs

Amanda

1 match, 3 prizes. "Lonely Friends Deck"

You might be tempted to use all Lightning Pokémon against Amanda, since it worked so well on Sara, but don't. Her Poliwhg is not weak against Lightning, it's weak against Grass. Also keep a close eye on Jigglypuff, making sure it never gets three Energy Cards attached since once it evolves into Wigglytuff, it's all over.

Win: Two Mystery Booster Packs

Joshua

1 match, 4 prizes. "Sound of the Waves Deck"

Joshua won't allow you to speak to Club Master Amy until you've defeated him. His Shellder's cowardly "Hide in Shell" attack protects it from damage whenever it succeeds, which is incredibly annoying, so keep a few Gust of Wind Trainer Cards in your deck. The rest of Joshua's hand has Water Pokémon like Seel, Horsea and Lapras, who all have a weakness against Lightning. Lapras' "Water Gun" is only dangerous when enough Energy Cards are attached, so keep a close eye on them, knocking them away with an Energy Removal Trainer Card whenever possible. Keep a Magnemite Level 13 on your Bench so you can use "Selfdestruct" at the very end.

Win: Two Mystery Booster Packs

Club Master Amy

1 match, 6 prizes. "Go Go Rain Dance Deck"

Amy relies too heavily on Water Pokémon, so if you have a Level 35 Electabuzz, you'll knock her team flat in no time. Her strongest card is Blastoise, but since it's a Stage 2 Evolution Card, you'll probably never encounter it. Her Lapras is the same as Joshua's; keep knocking Energy Cards off it so its "Water Gun" attack is useless.

Win: Water Medal and two Laboratory Booster Packs



Traders

a) Gal

She'll give you Promotional Card Arcanine L.34 in exchange for a Lapras.

b) Lass

She's not a trader, but she is the first person to tell you about Imakuni?, a strange creature who has a lot of rare cards.



Ronald

1) At the first Club you enter, Ronald will rush out exclaiming how easy it was to get the Master Medal. If you say that you're trying to get the Legendary Pokémon Cards, he'll laugh in your face and then rush out without challenging you. Ronald is an annoyance because he tends to ambush you after you've just won a Master Medal. Save your game every time you win a Master Medal so you won't have to go through the whole process again just in case you lose your duel against Ronald.

2) After you earn your second Master Medal, Ronald will challenge you.

Win: Promotional Card Jigglypuff L.12



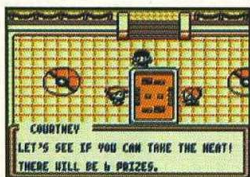
3) After you earn your fourth Master Medal, Ronald will challenge you again. He'll brag about how he's already won his sixth Master Medal.

1 match, 6 prizes. "Powerful Ronald Deck"
Win: Promotional Card Super Energy Retrieval



Pokémon Dome

After you earn all eight Master Medals, you are granted permission to enter the Pokémon Dome and challenge the four Grand Masters. Since each of the Grand Masters has a different specialty, you should modify your own deck before each battle. Before entering the arena, make sure you have a strong Water deck to use against Grand Master Courtney. After you defeat each Grand Master, you gain time to prepare a new deck. Prepare a Water, Rock and Lightning deck to breeze through Courtney, Steve and Jack.



Pokémon Dome

Grand Master Courtney,
the Fire Queen

1 match, 6 prizes. "Legendary Moltres Deck"



Courtney specializes in Fire Pokémon. These will usually have weaknesses against Water Pokémon, so when you initially enter the Pokémon Dome, use a deck that's loaded with Water Pokémon Cards. Courtney also tends to use Energy Removal Cards at

inopportune moments, so make sure you have enough Energy Cards in your hand. Her Legendary Pokémon Card is a Level 37 Moltres, which has the Pokémon Power "Firegiver." Whenever Moltres is put into play, it will put up to four Fire Energy Cards into Courtney's hand. To counteract this, use an attack like Golduck's "Hyper Beam" which will cause damage and remove Energy Cards from the defending Pokémon.

Pokémon Dome

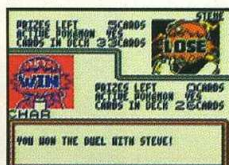
Grand Master of
Lightning, Thunder Steve



1 match, 6 prizes. "Legendary Zapdos Deck"

You're through with Courtney, so change your dueling deck! You definitely don't want any Water Pokémon Cards when you're dueling a Lightning Pokémon deck. Change your dueling deck to one that has a lot of Fighting/Rock Pokémon Cards, as well as some Colorless Pokémon. Although most of Steve's Lightning Pokémon will be weak against Fighting/Rock Pokémon Cards, Zapdos is resistant. Many of Steve's strongest attacks require three or four Lightning Energy Cards. Check to see how many

more Lightning Energy Cards he needs to attach before he's able to attack; use your Energy Removal before he adds enough. Steve's Legendary Pokémon Card is a Level 68 Zapdos, which has the Pokémon Power "Peal of Thunder;" this will do 30 points of damage to any Pokémon other than Zapdos chosen at random, even Pokémon on its own bench!



Pokémon Dome

Grand Master of Ice,
Gentlemanly Jack



1 match, 6 prizes. "Legendary Articuno Deck"

As always, change your dueling deck. This time you want Lightning Pokémon Cards on your side, since many of Jack's Water Pokémon will be

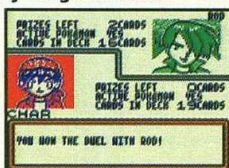
Pokémon Dome

Grand Master Rod



1 match, 6 prizes. "Legendary Dragonite Deck"

Switch your dueling deck to one that does not rely on Psychic, Fighting or Rock Pokémon, since many of Rod's Dragon Pokémon Cards are resistant against all three. Rod's Legendary Pokémon Card, a Level 41 Dragonite, has the Pokémon Power "Healing Wind;" this will remove two damage counters from all of Rod's Pokémon every time Dragonite comes into play. Thankfully, Dragonite is not a Basic Pokémon Card, so Rod cannot play it before he uses Dratini, which is a fairly weak card with only 40 HP. If you keep on knocking out Dratini before it evolves, you'll never have to face Dragonite. You'll have to be quick, though, since Rod can use the Pokémon Breeder Trainer Card to skip the Stage 1 Evolution Card Dragonair and evolve Dratini directly into Dragonite. Rod's other Pokémon are mostly various dragons like Charizard and Gyarados. Remember that Charizard will be twice as effective against Grass Pokémon and Gyarados is twice as effective against Fire Pokémon. Rod's strategy is similar to Jack's in that he uses a strong Colorless Pokémon in the beginning to stall until he's added enough Energy Cards to his Benched Pokémon. He'll also use the Scoop Up Trainer Card just before you get a knockout. As with Jack, your policy should be to go on the offensive.



weak against Lightning. Jack's Legendary Pokémon Card is a Level 37 Articuno. Articuno's Pokémon Power is "Quickfreeze;" as soon as it comes into play, it has a 50/50 chance of paralyzing the defending Pokémon. Jack will start out with a strong Colorless Pokémon like Kangaskhan or Chansey. While you waste time trying to knock them out, he'll be adding Energy Cards to his bench. You can use Gust of Wind to switch Jack's Chansey with a weaker Pokémon, but many of Jack's Pokémon—like Dratini and Magikarp—require only one Energy Card to retreat, and then you're back where you started. Jack plays more defensively than Courtney or Steve, and he has an annoying habit of using the Scoop Up Trainer Card to return Articuno to his hand, then placing it back on the bench with no damage and another shot at a "Quickfreeze." Go on the offensive as quickly as possible, using Pokémon that do not require very many Energy Card attachments before they can attack.

Pokémon Dome

Ronald



1 match, 6 prizes. "Legendary Ronald Deck"

If your deck performed well against Rod, you should also use it against Ronald. Since you've gotten this far in the tournament, you should definitely save your game here so you don't have to go through all the Grand Masters again just to duel your old pal Ronald. Ronald will use all four Legendary Pokémon Cards in his hand, and will frequently use the Scoop Up Trainer Card so he can repeatedly use the Pokémon Powers at his disposal. Ronald will most likely use the same strategy as Jack and Rod, with a sacrificial strong Colorless Pokémon like Tauros or Kangaskhan out first to wear your guys down. Remember that many Colorless Pokémon are resistant against Psychic Pokémon, so have a strong Colorless Pokémon in your deck. As I've mentioned earlier, my favorite Colorless Pokémon combination was a Jigglypuff L.14/Wigglytuff L.36 since Wigglytuff's "Do the Wave" can do up to 60 points of damage at one time. If you have enough strong Colorless Pokémon in your deck, defeating Ronald should be a cinch. Once you defeat Ronald, the Legendary Pokémon Cards will disappear from Ronald's deck. Rod will tell you to go into the Hall of Honor to pick up the Legendary Pokémon Cards.



Pokémon Dome

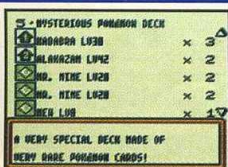
Part Deux

After you inherit the Legendary Pokémon Cards, you get an

infinite number of chances to challenge the four Grand Masters again. This time, Ronald is out of the picture, so you're the only player that can use all four of the Legendary Pokémon Cards in one deck! I don't recommend this, however, since three of the Legendary Pokémon Cards require a specific type of Energy Card. Use the same decks you used before to battle through the Grand Masters, adding Moltres to your Fire deck, Articuno to your Water deck and Dragonite to your strongest deck. Remember that you cannot use Dragonite unless you have a Dratini and a Dragonair. If you don't have a Dragonair, you can also use the Pokémon Breeder Trainer Card to evolve Dratini directly into Dragonite.

Once you defeat Rod a second time, you'll re-enter the Hall of Honor, where you'll get another copy of one of the Legendary Pokémon Cards at random. Before you pick it up, however, head to the back of the room and check out the Legendary Auto Deck Machine. This contains the configurations for all the Grand Masters' decks, plus one more called "Mysterious Pokémon Deck" that requires extremely rare cards.

Check out the next few pages to see configurations for all the decks in every single Auto Deck Machine, along with a complete Card Album index!



Mason Laboratory Auto Deck Machines

Auto Deck Machine

A) "Charmander & Friends"

Grass Energy	x8
Fire Energy	x10
Water Energy	x6
Caterpie L.13	x2
Metapod L.21	x1
Nidoran ♀ L.13	x2
Nidoran ♂ L.20	x1
Pinsir L.24	x1
Charmander L.10	x2
Charmeleon L.10	x1
Charizard L.76	x1
Growlithe L.18	x2
Arcanine L.45	x1
Ponyta L.10	x2
Magmar L.24	x1
Seel L.12	x2
Dewgong L.42	x1
Goldene L.12	x2
Seaking L.28	x1
Rattata L.9	x2
Raticate L.41	x1
Meowth L.14	x1
Professor Oak	x1
Bill	x2
Switch	x1
Computer Search	x1
PlusPower	x1
Potion	x2
Full Heal	x1

B) "Squirtle & Friends"

Fire Energy	x8
Water Energy	x11
Lightning Energy	x6
Charmander L.10	x2
Charmeleon L.32	x1
Growlithe L.18	x1
Arcanine L.45	x1
Magmar L.24	x1
Squirtle L.8	x2
Wartortle L.22	x1
Blastoise L.52	x1
Seel L.12	x2
Dewgong L.42	x1
Goldene L.12	x1
Seaking L.28	x1
Staryu L.15	x1
Starmie L.28	x1
Lapras L.31	x1
Pikachu L.12	x2
Magnemite L.13	x1
Magneton L.28	x1
Electabuzz L.35	x1
Rattata L.9	x2
Raticate L.41	x1
Meowth L.14	x1
Professor Oak	x1
Bill	x1
Switch	x1
Poké Ball	x1
Scoop Up	x1
Item Finder	x1
Potion	x1
Full Heal	x1

C) "Bulbasaur & Friends"

Grass Energy	x9
Lightning Energy	x8
Psychic Energy	x6
Bulbasaur L.13	x2
Ivysaur L.20	x1
Venusaur L.67	x1
Nidoran ♀ L.13	x2
Nidoran ♂ L.20	x2
Nidorino L.25	x1
Tangela L.12	x1
Pikachu L.12	x2
Raichu L.40	x1
Magnemite L.13	x1
Electabuzz L.35	x1
Abra L.10	x2
Kadabra L.38	x1
Gastly L.8	x2
Haunter L.22	x1
Jynx L.23	x1
Jigglypuff L.14	x1
Meowth L.14	x1
Kangaskhan L.40	x1
Professor Oak	x1
Bill	x1
Switch	x1
Poké Ball	x1
PlusPower	x2
Defender	x1
Gust of Wind	x1
Potion	x2
Full Heal	x2

D) "Psychic Machop"

Fighting Energy	x12
Psychic Energy	x12
Diglett L.8	x2
Dugtrio L.36	x1
Machop L.20	x2
Machoke L.40	x1
Machop L.67	x1
Onix L.12	x1
Hitmonlee L.30	x1
Hitmonchan L.33	x1
Abra L.10	x2
Kadabra L.38	x1
Alakazam L.42	x1
Gastly L.8	x2
Haunter L.22	x1

Gengar L.38	x1
Mr. Mime L.28	x1
Jynx L.23	x1
Mew L.23	x1
Pidgey L.8	x2
Pidgeotto L.36	x1
Pidgeot L.40	x1
Rattata L.9	x2
Raticate L.41	x1
Professor Oak	x1
Bill	x2
Switch	x1
Gust of Wind	x1
Potion	x2
Full Heal	x1

E) "Water Beetle"

Grass Energy	x14
Water Energy	x10
Weedle L.12	x2
Kakuna L.23	x1
Beedrill L.32	x1
Nidoran ♂ L.20	x2
Nidorino L.25	x1
Nidoking L.48	x1
Bellsprout L.11	x2
Weepinbell L.28	x1
Victreebel L.42	x1
Soyther L.25	x1
Poliwhirl L.13	x1
Poliwhirl L.28	x1
Poliwrath L.48	x1
Krabby L.20	x2
Kingler L.27	x2
Magikarp L.8	x2
Gyarados L.41	x1
Lapras L.31	x1
Articuno L.35	x1
Lickitung L.26	x1
Kangaskhan L.40	x1
Taurus L.32	x1
Professor Oak	x1
Bill	x2
Energy Retrieval	x1
Energy Search	x1
Switch	x1
PlusPower	x1
Full Heal	x1

Fighting Club Decks

A) "All Fighting Pokémon"

Fighting Energy	x26
Sandslash L.12	x2
Sandslash L.33	x1
Diglett L.8	x2
Dugtrio L.36	x1
Mankey L.7	x2
Primeape L.35	x1
Machop L.20	x20
Machop L.67	x1
Geodude L.16	x2
Graveler L.29	x1
Golem L.36	x1
Onix L.12	x1
Cubone L.13	x2
Marowak L.26	x1
Hitmonlee L.30	x1
Hitmonchan L.33	x1
Rhydon L.18	x2
Rhydon L.48	x1
Professor Oak	x1
Bill	x1
Switch	x1
Potion	x2

B) "Bench Attack"

Lightning Energy	x12
Fighting Energy	x14
Volto L.10	x2
Electrode L.42	x4
Zapdos L.40	x2
Hitmonlee L.30	x4
Hitmonchan L.33	x2
Meowth L.14	x4
Professor Oak	x1
Bill	x2
Mr. Fuji	x1
Energy Retrieval	x2
Switch	x2
Scoop Up	x1
PlusPower	x2
Defender	x2
Item Finder	x1
Gust of Wind	x1
Maintenance	x1

C) "Battle Contest"

Fighting Energy	x24
Double Colorless Energy	x2
Mankey L.7	x3
Machoke L.40	x4
Machoke L.40	x2
Hitmonlee L.30	x3
Hitmonchan L.33	x2
Meowth L.14	x3
Persian L.25	x2
Dratini L.10	x3
Dragonair L.33	x2
Dragonite L.45	x1
Professor Oak	x1
PlusPower	x3
Defender	x3
Potion	x2

D) "Heated Battle"

Fire Energy	x8
Lightning Energy	x4

Fighting Energy	x15
Magmar L.24	x4
Electabuzz L.35	x2
Mankey L.7	x3
Primeape L.35	x2
Hitmonlee L.30	x3
Hitmonchan L.33	x3
Kangaskhan L.40	x2
Energy Search	x2
Scoop Up	x2
PlusPower	x3
Defender	x2
Potion	x3
Full Heal	x2

E) "First-Strike"

Fighting Energy	x25
Mankey L.7	x4
Primeape L.35	x1
Machop L.20	x4
Machoke L.40	x3
Machop L.67	x2
Hitmonlee L.30	x4
Hitmonchan L.33	x2
Bill	x4
Switch	x2
PlusPower	x2
Defender	x2
Gust of Wind	x3
Potion	x2

Fire Club Decks

A) "Replace'Em All"

Fire Energy	x24
Vulpix L.11	x4
Ninetails L.12	x2
Ninetails L.35	x1
Growlithe L.18	x4
Arcanine L.45	x1
Pidgey L.8	x4
Pidgeotto L.36	x3
Pidgeot L.38	x1
Pidneot L.40	x1
Doduo L.10	x3
Dodrio L.28	x2
Professor Oak	x2
Imposter Professor Oak	x2
Lass	x2
Gust of Wind	x3

B) "Chari-Saur"

Grass Energy	x12
Fire Energy	x10
Bulbasaur L.13	x4
Ivysaur L.20	x3
Venusaur L.67	x2
Charmander L.10	x4
Charmeleon L.32	x3
Charizard L.76	x2
Flareon L.22	x3
Eevee L.12	x4
Bill	x2
Pokémon Trader	x3
Pokémon Breeder	x3
Energy Retrieval	x2
Energy Removal	x1
Potion	x2

C) "Traffic Light"

Fire Energy	x10
Water Energy	x8
Lightning Energy	x8
Charmander L.10	x3
Charmeleon L.32	x2
Ponyta L.10	x3
Rapidash L.33	x2
Flareon L.22	x2
Vaporeon L.29	x2
Pikachu L.12	x2
Volto L.10	x3
Electrode L.42	x4
Jolteon L.24	x2
Eevee L.12	x4
Energy Search	x2
Switch	x2
PlusPower	x3

D) "Fire Pokémon"

Fire Energy	x24
Double Colorless Energy	x2
Charmander L.10	x3
Charmeleon L.32	x2
Charizard L.76	x1
Vulpix L.11	x3
Ninetails L.35	x1
Ninetails L.35	x1
Growlithe L.18	x2
Arcanine L.45	x1
Ponyta L.10	x2
Rapidash L.33	x1
Magmar L.24	x1
Magmar L.31	x1
Flareon L.28	x1
Moltres L.35	x1
Eevee L.12	x3
Professor Oak	x1
Bill	x2
Pokémon Trader	x1
Pokémon Breeder	x1
Energy Retrieval	x1
Super Energy Retrieval	x1
Switch	x1
Gust of Wind	x1

E) "Fire Charge"

Fire Energy	x21
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Double Colorless Energy	x4
Growlithe L.18	x4
Arcanine L.45	x3
Magmar L.24	x2
Jigglypuff L.12	x3
Jigglypuff L.14	x1
Wigglytuff L.36	x1
Chansey L.55	x2
Tauros L.32	x2
Professor Oak	x1
Bill	x2
Energy Retrieval	x2
Poké Ball	x1
Computer Search	x1
Defender	x2
Potion	x3
Full Heal	x1
Gambler	x1
Recycle	x3

Grass Club Decks

A) "Insect Collection"

Grass Energy	x24
Caterpie L.13	x3
Metapod L.21	x2
Butterfree L.28	x1
Weedle L.12	x3
Kakuna L.23	x2
Beedrill L.32	x1
Paras L.8	x4
Parasect L.28	x3
Venonat L.12	x2
Venomoth L.28	x1
Soyther L.25	x1
Pinsir L.24	x1
Bill	x2
Pokémon Breeder	x2
Switch	x2
Poké Ball	x2
Pokédex	x2
Potion	x2

B) "Jungle Deck"

Grass Energy	x25
Double Colorless Energy	x1
Ekans L.10	x2
Arbok L.27	x1
Zubat L.10	x2
Golbat L.29	x1
Oddish L.8	x2
Gloom L.22	x1
Vileplume L.35	x1
Paras L.8	x2
Parasect L.28	x1
Venonat L.12	x2
Venomoth L.28	x1
Bellsprout L.11	x2
Weepinbell L.28	x1
Victreebel L.42	x1
Pinsir L.24	x1
Lickitung L.26	x1
Kangaskhan L.40	x1
Bill	x2
Switch	x1
Poké Ball	x1
PlusPower	x2
Defender	x2
Potion	x2
Full Heal	x1

C) "Flower Garden"

Grass Energy	x24
Double Colorless Energy	x2
Bulbasaur L.13	x3
Ivysaur L.20	x2
Venusaur L.67	x2
Oddish L.8	x3
Gloom L.22	x2
Vileplume L.35	x2
Bellsprout L.11	x2
Weepinbell L.28	x1
Victreebel L.42	x1
Tangela L.8	x2
Tangela L.12	x2
Lickitung L.26	x2
Pokémon Trader	x2
Pokémon Breeder	x3
Energy Search	x1
Switch	x2
Potion	x2

D) "Kaleidoscope"

Grass Energy	x10
Fire Energy	x4
Water Energy	x4
Lightning Energy	x4
Double Colorless Energy	x3
Venonat L.12	x3
Venomoth L.28	x2
Flareon L.22	x1
Flareon L.28	x1
Vaporeon L.29	x1
Vaporeon L.42	x1
Jolteon L.24	x1
Jolteon L.29	x1
Ditto L.19	x4
Eevee L.12	x4
Porygon L.12	x4
Bill	x2
Mr. Fuji	x2
Energy Search	x2
Switch	x4
Gust of Wind	x2

E) "Flower Power"

Grass Energy	x18
Psychic Energy	x4

Bulbasaur L.13	x4
Ivysaur L.20	x3
Venusaur L.67	x2
Oddish L.8	x4
Gloom L.22	x3
Vileplume L.35	x2
Exeggute L.14	x4
Exeggutor L.35	x3
Professor Oak	x2
Bill	x3
Pokémon Breeder	x2
Energy Retrieval	x2
Switch	x2
Potion	x2

Lightning Club Decks

A) "Cute Pokémon"	
Fire Energy	x4
Water Energy	x6
Lightning Energy	x8
Double Colorless Energy	x2
Flareon L.28	x1
Vaporeon L.42	x1
Pikachu L.12	x1
Pikachu L.14	x1
Pikachu L.16	x1
Pikachu L.16	x1
Flying Pikachu L.12	x1
Surfing Pikachu L.13	x1
Surfing Pikachu L.13	x1
Raichu L.40	x1
Raichu L.45	x1
Jolteon L.29	x1
Clefairy L.14	x1
Clefable L.34	x1
Jigglypuff L.12	x1
Jigglypuff L.13	x2

B) "Pokémon Flute"	
Water Energy	x9
Lightning Energy	x12
Staryu L.15	x2
Lapras L.31	x2
Pikachu L.12	x3
Raichu L.40	x1
Magnemite L.13	x2
Electabuzz L.35	x3
Rattata L.9	x2
Raticate L.41	x1
Professor Oak	x2
Bill	x4
Energy Removal	x3
Computer Search	x1
PlusPower	x3
Item Finder	x2
Gust of Wind	x4
Pokémon Flute	x4

C) "Yellow Flash"	
Lightning Energy	x26
Pikachu L.12	x2
Pikachu L.14	x1
Raichu L.40	x1
Raichu L.45	x1
Magnemite L.13	x2
Magnemite L.15	x1
Magneton L.28	x1
Magneton L.35	x1
Voltorb L.10	x3
Electrode L.35	x1
Electrode L.42	x1
Electabuzz L.20	x1
Electabuzz L.35	x1
Jolteon L.24	x1
Jolteon L.29	x1
Zapdos L.40	x1
Zapdos L.64	x1
Eevee L.12	x3
Energy Retrieval	x1
Energy Removal	x1
Poké Ball	x2
PlusPower	x2
Defender	x2
Gust of Wind	x1

D) "Electric Shock"	
Lightning Energy	x24
Double Colorless Energy	x1
Pikachu L.14	x2
Pikachu L.16	x1
Pikachu L.16	x1
Raichu L.40	x2
Magnemite L.13	x2
Magnemite L.15	x2
Magneton L.28	x2
Voltorb L.10	x4
Electrode L.42	x3
Zapdos L.64	x1
Porygon L.12	x3
Energy Retrieval	x2
PlusPower	x2
Defender	x3
Item Finder	x2
Gust of Wind	x3

E) "Zapping Selfdestruct"	
Lightning Energy	x24
Double Colorless Energy	x2
Magnemite L.13	x4
Magneton L.28	x3
Voltorb L.10	x4
Electrode L.35	x2
Electabuzz L.35	x4
Kangaskhan L.40	x2
Tauros L.32	x1
Professor Oak	x1
Bill	x2

Switch	x2
Defender	x4
Gust of Wind	x1
Potion	x4

Psychic Club Decks

A) "Psychic Power"	
Psychic Energy	x25
Abra L.10	x3
Kadabra L.38	x2
Alakazam L.42	x1
Slowpoke L.18	x2
Slowbro L.26	x1
Gastly L.8	x1
Gastly L.17	x2
Haunter L.17	x1
Haunter L.22	x1
Gengar L.38	x1
Drowzee L.12	x2
Hypno L.36	x1
Mr. Mime L.28	x1
Jynx L.23	x1
Mewtwo L.53	x1
Mew L.23	x1
Clefairy L.14	x1
Clefable L.34	x1
Snorlax L.20	x1
Professor Oak	x2
Pokémon Trainer	x1
Pokémon Breeder	x1
Switch	x2
Pokémon Center	x1

B) "Dream Eater Haunter"	
Grass Energy	x7
Psychic Energy	x17
Zubat L.10	x3
Golbat L.29	x2
Gastly L.8	x4
Haunter L.17	x1
Haunter L.22	x2
Gengar L.38	x2
Drowzee L.12	x3
Hypno L.36	x2
Jigglypuff L.14	x2
Meowth L.15	x2
Professor Oak	x2
Bill	x2
Energy Retrieval	x2
Super Energy Retrieval	x1
Switch	x2
Computer Search	x1
Revive	x3

C) "Scavenging Slowbro"	
Psychic Energy	x23
Slowpoke L.18	x4
Slowbro L.26	x3
Jynx L.23	x3
Mewtwo L.53	x2
Mew L.23	x2
Jigglypuff L.13	x2
Jigglypuff L.14	x2
Eevee L.12	x2
Energy Retrieval	x2
Energy Removal	x3
PlusPower	x2
Defender	x3
Potion	x3
Recycle	x4

D) "Strange Power"	
Psychic Energy	x25
Double Colorless Energy	x1
Slowpoke L.9	x3
Slowbro L.26	x2
Drowzee L.12	x4
Hypno L.36	x3
Mr. Mime L.28	x2
Jynx L.23	x2
Mew L.8	x1
Mew L.23	x1
Lickitung L.26	x2
Snorlax L.20	x1
Pokémon Trainer	x2
Energy Retrieval	x2
Energy Removal	x2
Super Energy Removal	x1
PlusPower	x2
Item Finder	x1
Gust of Wind	x1
Full Heal	x1

E) "Strange Psyshock"	
Psychic Energy	x22
Abra L.10	x4
Kadabra L.38	x3
Alakazam L.42	x2
Mr. Mime L.28	x2
Chansey L.55	x3
Kangaskhan L.40	x3
Snorlax L.20	x2
Professor Oak	x2
Energy Removal	x3
Switch	x4
Pokémon Center	x2
Scoop Up	x3
Gust of Wind	x3
Gambler	x1

Rock Club Decks

A) "Squeaking Mouse"	
Lightning Energy	x8
Fighting Energy	x15
Double Colorless Energy	x2

Pikachu L.12	x2
Pikachu L.14	x2
Raichu L.40	x1
Raichu L.45	x1
Sandslash L.12	x4
Sandslash L.33	x3
Rattata L.9	x4
Raticate L.41	x3
Professor Oak	x1
Bill	x2
Pokémon Trainer	x1
Energy Retrieval	x2
Computer Search	x1
PlusPower	x3
Defender	x2
Potion	x2
Super Potion	x1

B) "Great Quake"	
Fighting Energy	x25
Diglett L.8	x4
Dugtrio L.36	x3
Onix L.12	x4
Rhyhorn L.18	x3
Rhydon L.48	x2
Kangaskhan L.40	x2
Tauros L.32	x1
Snorlax L.20	x1
Professor Oak	x1
Bill	x2
Pokémon Trainer	x2
Switch	x3
Defender	x4
Potion	x3

C) "Bone Attack"	
Fighting Energy	x24
Sandslash L.12	x3
Sandslash L.33	x2
Geodude L.16	x3
Graveler L.29	x2
Golem L.36	x1
Onix L.12	x4
Cubone L.13	x4
Marowak L.26	x1
Marowak L.32	x2
Rhyhorn L.18	x2
Rhydon L.48	x1
Bill	x2
Mr. Fuji	x1
Poké Ball	x2
Pokédex	x1
Defender	x3
Pokémon Flute	x2

D) "Excavation"	
Water Energy	x8
Fighting Energy	x15
Shellder L.8	x3
Cloyster L.25	x1
Omanyte L.19	x3
Omastar L.32	x2
Sandslash L.12	x4
Sandslash L.33	x2
Cubone L.13	x3
Marowak L.32	x1
Hitmonchan L.33	x3
Kabuto L.9	x2
Kabutops L.30	x1
Aerodactyl L.28	x2
Professor Oak	x2
Bill	x2
Pokémon Breeder	x2
Mysterious Fossil	x4

E) "Rock Crusher"	
Fighting Energy	x24
Double Colorless Energy	x2
Diglett L.8	x4
Dugtrio L.36	x2
Geodude L.16	x4
Graveler L.29	x3
Golem L.36	x2
Onix L.12	x3
Rhyhorn L.18	x2
Professor Oak	x2
Pokémon Breeder	x1
Energy Removal	x2
Switch	x2
Computer Search	x1
Defender	x2
Potion	x2
Super Potion	x1

Science Club Decks

A) "Lovely Nidoran"	
Grass Energy	x20
Nidoran ♀ L.13	x4
Nidorina L.24	x3
Nidoqueen L.43	x2
Nidoran ♂ L.20	x4
Nidorino L.25	x4
Nidoking L.48	x4
Lickitung L.26	x3
Professor Oak	x2
Pokémon Trainer	x3
Pokémon Breeder	x3
Energy Retrieval	x2
Switch	x3
Computer Search	x1
Item Finder	x2

B) "Science Corps"	
Grass Energy	x26
Ekans L.10	x2
Arbok L.27	x1

Nidoran ♀ L.13	x2
Nidorina L.24	x1
Nidoqueen L.43	x1
Nidoran ♂ L.20	x3
Nidorino L.25	x2
Nidoking L.48	x2
Zubat L.10	x2
Golbat L.29	x1
Grimor L.17	x2
Muk L.34	x1
Koffing L.13	x2
Weezing L.27	x1
Meowth L.15	x2
Persian L.25	x1
Professor Oak	x1
Bill	x1
Pokémon Trainer	x1
Pokémon Breeder	x1
Potion	x1
Full Heal	x1
Maintenance	x1
Gambler	x1
Recycle	x1

C) "Flyin' Pokémon"	
Grass Energy	x13
Lightning Energy	x10
Double Colorless Energy	x2
Zubat L.10	x4
Golbat L.29	x3
Flying Pikachu L.12	x2
Pidgey L.8	x4
Pidgeotto L.36	x3
Pidgeot L.38	x1
Pidgeot L.40	x1
Spearow L.13	x4
Fearow L.27	x3
Imposter Professor Oak	x2
Bill	x2
Lass	x2
Potion	x4

D) "Poison"	
Grass Energy	x24
Weedle L.12	x3
Kakuna L.23	x2
Beedrill L.32	x1
Ekans L.10	x4
Arbok L.27	x3
Nidoran ♂	x4
Nidorino L.25	x3
Nidoking L.48	x2
Koffing L.13	x3
Weezing L.27	x2
Professor Oak	x1
Imposter Professor Oak	x1
Pokémon Breeder	x1
Potion	x2
Full Heal	x2
Gambler	x1

E) "Wonders of Science"	
Grass Energy	x15
Psychic Energy	x8
Grimor L.17	x4
Muk L.34	x3
Koffing L.13	x4
Weezing L.27	x3
Mewtwo L.53	x2
Mewtwo L.60	x1
Mewtwo L.60	x1
Porygon L.12	x2
Professor Oak	x2
Imposter Professor Oak	x1
Bill	x2
Energy Search	x2
Switch	x2
Computer Search	x2
Pokédex	x2
Full Heal	x2
Maintenance	x2

Water Club Decks

A) "Blue Water"	
Water Energy	x25
Psyduck L.15	x2
Golduck L.27	x1
Poliwhirl L.13	x2
Poliwhirl L.28	x1
Poliwhirl L.48	x1
Seel L.12	x2
Dewgong L.42	x1
Shellder L.8	x2
Cloyster L.25	x1
Krabby L.20	x2
Kingler L.27	x1
Horsea L.19	x2
Seadra L.23	x1
Magikarp L.8	x1
Gyarados L.41	x1
Lapras L.31	x1
Omanyte L.19	x1
Omastar L.32	x1
Articuno L.35	x1
Professor Oak	x1
Bill	x1
Pokémon Trainer	x1
Mysterious Fossil	x2
Energy Search	x1
Poké Ball	x1
Potion	x1
Super Potion	x1
Super Potion	x1

B) "On the Beach"	
Water Energy	x16
Fighting Energy	x10

Seel L.12	x2
Dewgong L.42	x1
Shellder L.8	x3
Cloyster L.25	x2
Krabby L.20	x3
Kingler L.27	x2
Staryu L.15	x3
Starmie L.28	x2
Sandshrew L.12	x3
Sandslash L.33	x2
Bill	x2
Energy Retrieval	x2
Energy Removal	x2
Gust of Wind	x2
Potion	x3

C) "Paralyze!"	
Grass Energy	x8
Water Energy	x14
Double Colorless Energy	x4
Caterpie L.13	x3
Metapod L.21	x2
Squirtle L.8	x3
Wartortle L.22	x2
Shellder L.8	x3
Cloyster L.25	x2
Staryu L.15	x4
Starmie L.28	x3
Professor Oak	x2
Bill	x2
PlusPower	x2
Defender	x2
Potion	x4

D) "Energy Removal"	
Water Energy	x15
Psychic Energy	x8
Double Colorless Energy	x3
Psyduck L.15	x3
Golduck L.27	x2
Poliwhirl L.13	x4
Poliwhirl L.28	x3
Poliwrath L.48	x2
Gastly L.17	x4
Haunter L.17	x3
Dratini L.10	x3
Dragonair L.33	x2
Professor Oak	x1
Bill	x1
Lass	x1
Energy Search	x2
Energy Removal	x2
Super Energy Removal	x1

E) "Rain Dancer"	
Water Energy	x24
Squirtle L.8	x4
Wartortle L.22	x3
Blastoise L.52	x2
Horsea L.19	x3
Seadra L.23	x2
Golddeen L.12	x4
Seaking L.28	x3
Lapras L.31	x2
Professor Oak	x2
Pokémon Breeder	x1
Energy Retrieval	x1
Super Energy Retrieval	x1
Energy Removal	x2
Super Energy Removal	x1
Switch	x2
Potion	x2
Gambler	x1

Legendary Auto Deck Machine

A) Grand Master Courtney's "Legendary Moltres Deck"	
Fire Energy	x25
Vulpix L.11	x4
Ninetails L.35	x3
Growlithe L.18	x4
Arcanine L.45	x2
Magmar L.24	x2
Magmar L.31	x2
Moltres L.35	x2
Moltres L.37	x2
Bill	x3
Lass	x2
Pokémon Trainer	x1
Energy Retrieval	x1
Super Energy Retrieval	x1
Energy Removal	x2
Switch	x2
Potion	x1
Super Potion	x1

B) Grand Master Steve's "Legendary Zapdos Deck"	
Lightning Energy	x25
Voltorb L.10	x4
Electrode L.35	x3
Electabuzz L.35	x4
Jolteon L.29	x2
Zapdos L.40	x1
Zapdos L.64	x1
Zapdos L.68	x2
Eevee L.12	x3
Bill	x4
Energy Retrieval	x2
Switch	x2
Pluspower	x3
Potion	x3
Gambler	x1

C) Grand Master Jack's "Legendary Articuno Deck"	
Water Energy	x25

Seel L.12	x4
Dewgong L.42	x3
Lapras L.31	x4
Articuno L.35	x2
Articuno L.37	x2
Chansey L.55	x3
Ditto L.19	x2
Professor Oak	x2
Pokémon Trainer	x2
Energy Retrieval	x3
Switch	x3
Scoop Up	x4
Gambler	x1

D) Grand Master Rod's "Legendary Dragonite Deck"	
Water Energy	x25
Double Colorless Energy	x4
Charmander L.10	x3
Charmeleon L.10	x2
Charizard L.76	x2
Magikarp L.8	x3
Gyarados L.41	x2
Lapras L.31	x2
Kangaskhan L.40	x2
Dratini L.10	x4
Dragonair L.33	x3
Dragonite L.41	x2
Professor Oak	x2
Pokémon Trainer	x2
Pokémon Breeder	x2
Energy Retrieval	x1
Super Energy Retrieval	x1
Switch	x2
Gambler	x1

E) "Mysterious Pokémon Deck"	
Grass Energy	x12
Psychic Energy	x14
Bulbasaur L.13	x4
Ivysaur L.20	x3
Venusaur L.64	x2
Scyther L.25	x2
Abra L.10	x4
Kadabra L.38	x3
Alakazam L.42	x2
Mr. Mime L.28	x2
Mew L.8	x1
Mew L.15	x2
Professor Oak	x1
Bill	x2
Pokémon Breeder	x2
Energy Removal	x1
Switch	x2
Pokémon Center	x1

Card Album Index

1) Colosseum Booster Pack

A01—Nidoran (Male) L.20
A02—Nidorino L.25
A03—Tangela L.12
A04—Scyther L.25
A05—Pinsir L.24
A06—Charmander L.10
A07—Charmeleon L.32
A08—Growlithe L.18
A09—Arcanine L.45
A10—Ponyta L.10
A11—Magmar L.24
A12—Seel L.12
A13—Dewgong L.42
A14—Goldeen L.12
A15—Seaking L.28
A16—Staryu L.15
A17—Magikarp L.8
A18—Gyarados L.41
A19—Pikachu L.12
A20—Raichu L.40
A21—Machop L.13
A22—Machop L.28
A23—Electabuzz L.35
A24—Zapdos L.64
A25—Diglett L.8
A26—Dugtrio L.36
A27—Machop L.20
A28—Hitmonlee L.33
A29—Abra L.10
A30—Kadabra L.38
A31—Rattata L.9
A32—Raticate L.41
A33—Jigglypuff L.14
A34—Wigglytuff L.36
A35—Meowth L.14
A36—Chansey L.55
A37—Kangaskhan L.40
A38—Snorlax L.20
A39—Professor Oak
A40—Bill
A41—Switch
A42—Poke Ball
A43—Scoop Up
A44—Computer Search
A45—PlusPower
A46—Defender
A47—Item Finder
A48—Potion
A49—Full Heal
A50—Revive
E01—Grass Energy
E02—Fire Energy
E03—Water Energy
E04—Lightning Energy
E05—Fighting Energy
E06—Psychic Energy

2) Evolution Booster Pack

B01—Bulbasaur L.13
B02—Ivysaur L.20
B03—Venusaur L.67
B04—Caterpie L.13
B05—Metapod L.21
B06—Butterfree L.28
B07—Weedle L.12
B08—Kakuna L.23
B09—Beedrill L.32
B10—Nidoking L.48
B11—Bellsprout L.11
B12—Weepinbell L.28
B13—Victreebel L.42
B14—Charizard L.76
B15—Rapidash L.33
B16—Flareon L.28
B17—Squirtle L.8
B18—Wartortle L.22
B19—Blastoise L.52
B20—Krabby L.20
B21—Kingler L.27
B22—Starmie L.28
B23—Vaporeon L.42
B24—Jolteon L.29
B25—Sandshrew L.12
B26—Sandslash L.33
B27—Machop L.40
B28—Machop L.67
B29—Geodude L.16
B30—Graveler L.29
B31—Golem L.36
B32—Cubone L.13
B33—Marowak L.32
B34—Gastly L.8
B35—Haunter L.22
B36—Gengar L.38
B37—Jynx L.23
B38—Pidgey L.8
B39—Pidgeotto L.36
B40—Pidgeot L.40
B41—Jigglypuff L.13
B42—Eevee L.12
B43—Pokémon Trainer
B44—Pokémon Breeder
B45—Clefairy Doll
B46—Energy Retrieval
B47—Energy Search
B48—Gust of Wind
B49—Super Potion
B50—Pokémon Flute

3) Mystery Booster Pack

C01—Nidoran (Female) L.13
C02—Nidorina L.24
C03—Nidoqueen L.43
C04—Oddish L.8
C05—Gloom L.22
C06—Vileplume L.35
C07—Paras L.8
C08—Parasect L.28
C09—Exeggcuter L.14
C10—Exeggutor L.35
C11—Vulpix L.11
C12—Ninetails L.32
C13—Flareon L.22
C14—Moltres L.35
C15—Shellder L.8
C16—Cloyster L.25
C17—Lapras L.31
C18—Vaporeon L.29
C19—Omanyte L.19
C20—Omastar L.32
C21—Articuno L.35
C22—Pikachu L.14
C23—Raichu L.45
C24—Voltorb L.10
C25—Electrode L.42
C26—Jolteon L.24
C27—Zapdos L.40
C28—Mankey L.7
C29—Primeape L.35
C30—Rhyhorn L.18
C31—Rhydon L.48
C32—Kabuto L.9
C33—Kabutops L.30
C34—Aerodactyl L.28
C35—Alakazam L.42
C36—Drowzee L.12
C37—Mew L.23
C38—Clefairy L.14
C39—Meowth L.15
C40—Persian L.25
C41—Farfetch'd L.20
C42—Lickitung L.26
C43—Taurus L.32
C44—Dratini L.10
C45—Dragonair L.33
C46—Dragonite L.45
C47—Mr. Fuji
C48—Mysterious Fossil
C49—Energy Removal
C50—Pokémon Center
C51—Double Colorless Energy

4) Laboratory Booster Pack

D01—Ekans L.10
D02—Arbok L.27
D03—Zubat L.10
D04—Golbat L.29
D05—Venonat L.12
D06—Venomoth L.28
D07—Grimer L.17
D08—Muk L.34
D09—Koffing L.13
D10—Weezing L.27
D11—Tangela L.8
D12—Ninetails L.35
D13—Magmar L.31

D14—Psyduck L.15
D15—Golduck L.27
D16—Poliwhirl L.13
D17—Poliwhirl L.28
D18—Poliwrath L.48
D19—Tentacool L.10
D20—Tentacool L.21
D21—Horsea L.19
D22—Seadra L.23
D23—Machop L.15
D24—Machop L.35
D25—Electrode L.35
D26—Onix L.12
D27—Marowak L.26
D28—Hitmonlee L.30
D29—Slowpoke L.18
D30—Slowbro L.26
D31—Gastly L.17
D32—Haunter L.17
D33—Hypno L.36
D34—Mr. Mime L.28
D35—Mewtwo L.53
D36—Pidgeot L.38
D37—Spearow L.13
D38—Fearow L.27
D39—Clefable L.34
D40—Doduo L.10
D41—Dodrio L.28
D42—Ditto L.19
D43—Porygon L.12
D44—Impostor Professor Oak
D45—Lass
D46—Super Energy Removal
D47—Pokedex
D48—Devolution Spray
D49—Maintenance
D50—Gambler
D51—Recycle

5) Promotional Cards

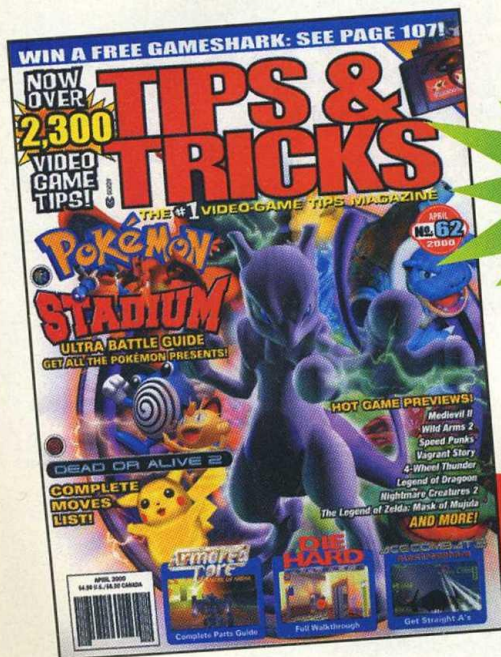
P01—Arcanine L.34
P02—Moltres L.37
P03—Articuno L.37
P04—Pikachu L.16
P05—Pikachu L.16 (Different artwork)
P06—Flying Pikachu L.12
P07—Surfing Pikachu L.13
P08—Surfing Pikachu L.13 (Different artwork)
P09—Electabuzz L.20
P10—Zapdos L.68
P11—Slowpoke L.9
P12—Mewtwo L.60
P13—Mewtwo L.60 (Different artwork)
P14—Mew L.8
P15—Jigglypuff L.12
P16—Dragonite L.41
P17—Imakuni?
P18—Super Energy Retrieval

6) Phantom Cards

Mew L.15
Venusaur L.64



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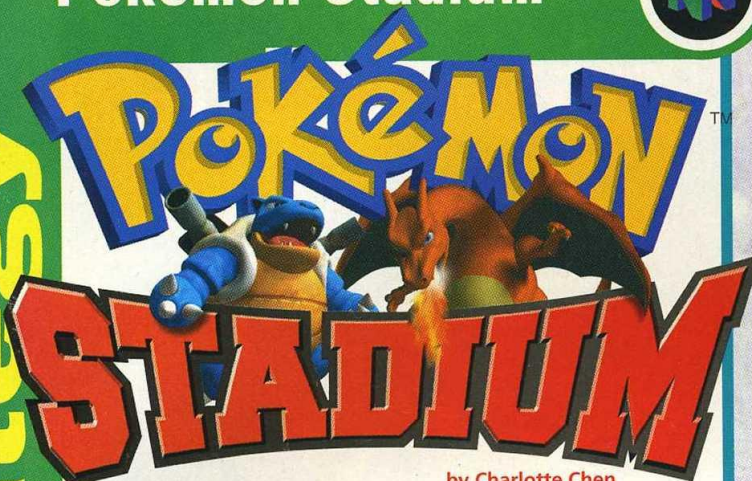
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QXPOK1

Pokémon Stadium



Nintendo 64 strategy
endo 64 strategy
 do 64 strategy



by Charlotte Chen

Unless you've been living in a biosphere for the last five years building an army of dirt soldiers out of your toe-jam, you know that Pokémon are the new leaders of the free world. Love them or hate them, *Pokémon* has infiltrated every bastion of our society and shows no signs of slowing down. Presumably, since you're reading this strategy guide, you care about Pokémon, you own several types that you've trained to maximum capacity and you're ready to take on all challengers in the 3-D slugfest otherwise known as *Pokémon Stadium*. Even if you're just curious as to how a bunch of trainers carrying weird-looking monsters around in tiny balls became a multi-billion dollar industry, *Pokémon Stadium* contains tons of features to interest newcomers to the *Pokémon* universe, including providing almost all 151 Pokémon for rent as defaults on the *Pokémon Stadium* cartridge. (Note: These are Pokémon that can be rented only. You can't download the rental Pokémon from *Pokémon Stadium* into your Game Boy!) *Pokémon Stadium* also comes bundled with a Transfer Pak—making it practically a must-buy for anyone who owns *Pokémon Red*, *Blue* or *Yellow*, since the Transfer Pak provides a huge amount of interactivity between the Nintendo 64 and the Game Boy. The most eagerly anticipated form of interchange is the ability to transfer your Game Boy's Pokémon into *Pokémon Stadium* and see them rendered in all their 3-D glory.

Pokémon Stadium is a huge battlefield containing a multitude of arenas, as well as different facilities where you can organize and trade your Pokémon. You can fight against Mewtwo, earn "Pokémon Presents" from Professor Oak, view detailed maps in your Pokédex on the best places to find Pokémon in your Game Boy and engage in free battles with three of your closest friends. Tournaments reward excellence in competition...and in the Gym Leader Castle, old pros will recognize some familiar faces. There are basically 14 different areas in *Pokémon Stadium*, some with a variety of subordinate levels.

I've organized them in approximately the order you'll encounter them as you play the game, beginning with the single-player modes; however, you can progress through the game in any order you like.



I. Professor Oak's Research Lab

Professor Oak has taken Bill's PC from the Game Boy versions and expanded its function to four different stations inside *Pokémon Stadium*'s virtual computer laboratory. There's a PC, a trading station, a machine to select between Game Boy cartridges and a Pokédex. Remember, however, that each Game Boy Pak comes



with its own identification number, which is randomly selected. Items cannot be exchanged between Game Boy Paks. Also, if you start a new game on your Game Boy, the ID number will change and you won't be able to access any items from your old game.



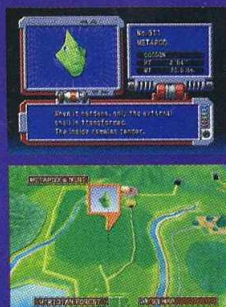
The PC is much nicer than that (*ahem*) stellar piece of equipment in the Game Boy known as Bill's PC. Instead of merely listing the Pokémon you own, the PC in *Pokémon Stadium* lets you study your Pokémon, check their stats,

rotate them 360° inside a viewing grid, re-order their moves and even look at the moves in detail to see their type, power and accuracy as well as a brief description of the move itself. There are also storage boxes on the N64 where you can exchange Pokémon and items between boxes on the Game Boy. If you want to view a comprehensive list of all the Pokémon you own in alphabetical order, by Pokédex number or by the Cups they qualify for, the PC can accommodate your every need. The "See List" option will display details regarding your Pokémon's nicknames, their original trainers, their stats and all the moves they know. Another handy feature is the "Items" option, where you can choose a TM and see a list of highlighted Pokémon that are capable of using the TM.



At the Trading Station, you need at least two *Pokémon Red*, *Blue* or *Yellow* Game Paks that have been saved inside a Pokémon Center and at least two different Transfer Paks in order to

trade. The Select Game Pak station lets you choose one of four different *Pokémon Red*, *Blue* or *Yellow* Game Paks; that Game Pak's data will be shown in the Pokédex and the PC. Another huge improvement over the Game Boy PC is the incredible Pokédex. Not only can you view your Pokémon up-close-and-personal, you can look at a map of the Game Boy world that shows where you can find Pokémon, what levels they are and how frequently they are encountered. Pokémon that you currently own will be marked by a red Pokéball; a grey Pokéball appears next to Pokémon that you once owned, but which may have evolved or been traded.

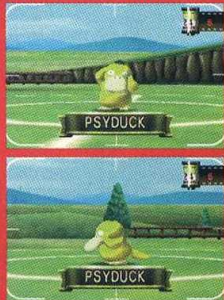




Pokémon Stadium

II. Gallery

Thanks to *Pokémon Snap*, stations at Blockbuster Video stores across America will let you print out stickers of your Pokémon. In the Gallery of *Pokémon Stadium*, you can take pictures of your Pokémon from all angles as they patiently wait while you adjust the camera and the background to your liking. If you wait long enough, the Pokémon will pose, so it pays to be a little trigger-happy. As you progress through the tournaments, the backgrounds for those stadiums will unlock in the Gallery. The pictures can be placed in an album and marked for future printing in either 4x4 or 1x16 sizes.



III. Tournament Mode (Round One)

There are four different tournaments to participate in, with different level, height and weight restrictions on entry. After earning trophies in the Poké Balls, the Great Balls, the Ultra Balls and the Master Balls in the Poké Cup Tournament or the Prime Cup Tournament, the GB Tower will transform into a silver Doduo Game Boy Tower. When playing *Pokémon Red*, *Blue* or *Yellow* through the transfer pak, the game plays at twice the speed of the original game, from the scrolling text to how fast your character walks around. The background will also change to Doduo wallpaper behind the Game Boy screen. If you win four trophies in both the Poké Cup Tournament AND the Prime Cup Tournament, the silver Doduo Game Boy Tower will transform into a gold Dodrio Game Boy Tower. Now your Game Boy will play at triple the speed of the original game and have another new background. If you've defeated Gym Leader Castle and have four trophies in the Poké Cup Tournament, the Prime Cup Tournament and one trophy each in the Pika Cup Tournament and the Petit Cup Tournament, the sky will turn dark and Mewtwo will appear in the sky above the Pokémon Stadium.



A. Poké Cup



1. Poké Ball

Biker

Pokémon: Nidoran ♀, Nidoran ♂, Ekans, Hitmonlee, Machop, Mankey

Win: Boulder Badge

Rocker

Pokémon: Voltorb, Magnemite, Pikachu, Bellsprout, Bulbasaur, Oddish

Win: Cascade Badge

Juggler

Pokémon: Drowzee, Gastly, Hitmonchan, Machoke, Geodude, Clefairy

Win: Thunder Badge

Beauty

Pokémon: Horsea, Staryu, Sheldler, Kabuto, Cubone, Rhyhorn

Win: Rainbow Badge

Medium

Pokémon: Gastly, Vulpix, Zubat, Goldeen, Tentacool, Butterfree

Win: Soul Badge

Tamer

Pokémon: Rattata, Growlithe, Cubone, Sandshrew, Charmander, Squirtle

Win: Marsh Badge

Psychic

Pokémon: Abra, Slowpoke, Exeggcute, Doduo, Farfetch'd, Pidgeotto

Win: Volcano Badge

Old Man

Pokémon: Dratini, Seel, Ditto, Magnemite, Beedrill, Porygon

Win: Earth Badge and Poké Ball Trophy

2. Great Ball

Biker

Pokémon: Nidorina, Nidorino, Grimer, Koffing, Machoke, Hitmonchan

Win: Boulder Badge

Rocker

Pokémon: Magnemite, Electabuzz, Voltorb, Weepinbell, Ivysaur, Gloom

Win: Cascade Badge

Juggler

Pokémon: Drowzee, Haunter, Poliwhirl, Hitmonlee, Clefable, Graveler

Win: Thunder Badge

Beauty

Pokémon: Krabby, Wartortle, Omanyte, Seadra, Graveler, Onix

Win: Rainbow Badge

Medium

Pokémon: Seaking, Magnemite, Haunter, Gastly, Golbat, Lickitung

Win: Soul Badge



Tamer

Pokémon: Eevee, Ponyta, Marowak, Diglett, Lickitung, Raticate

Win: Marsh Badge

Psychic

Pokémon: Kadabra, Abra, Mr. Mime, Jynx, Pidgey, Fearow

Win: Volcano Badge

Old Man

Pokémon: Dratini, Venomoth, Wigglytuff, Parasect, Poliwhirl, Chameleon

Win: Earth Badge and Great Ball Trophy

Pokémon Stadium



3. Ultra Ball

Biker

Pokémon: Arbok, Venomoth, Muk, Poliwrath, Machoke, Primeape

Win: Boulder Badge

Rocker

Pokémon: Electabuzz, Electrode, Raichu, Tangela, Vileplume, Victreebell

Win: Cascade Badge

Juggler

Pokémon: Hypno, Gengar, Primeape, Mr. Mime, Golem, Chansey

Win: Thunder Badge

Beauty

Pokémon: Kabutops, Dewgong, Blastoise, Starmie, Golem, Dugtrio

Win: Rainbow Badge

Medium

Pokémon: Gengar, Magneton, Tentacruel, Magmar, Golbat, Cloyster

Win: Soul Badge

Tamer

Pokémon: Persian, Sandslash, Venusaur, Charizard, Primeape, Kingler

Win: Marsh Badge

Psychic

Pokémon: Alakazam, Hypno, Slowbro, Aerodactyl, Scyther, Dodrio

Win: Volcano Badge

Final: Old Man

Pokémon: Dragonite, Pinsir, Flareon, Nidoking, Golduck, Electrode

Win: Earth Badge and Ultra Ball Trophy



4. Master Ball



Biker

Pokémon: Weezing, Muk, Nidoqueen, Machop, Primeape, Poliwrath

Win: Boulder Badge

Rocker

Pokémon: Zapdos, Jolteon, Electrode, Exeggutor, Tangela, Venusaur

Win: Cascade Badge

Juggler

Pokémon: Hypno, Gengar, Magmar, Machop, Jynx, Snorlax

Win: Thunder Badge

Beauty

Pokémon: Gyarados, Tentacruel, Starmie, Omastar, Rhydon, Sandslash

Win: Rainbow Badge

Medium

Pokémon: Gengar, Haunter, Cloyster, Ninetales, Aerodactyl, Lapras

Win: Soul Badge

Tamer

Pokémon: Tauros, Snorlax, Rapidash, Kangaskhan, Arcanine, Vaporeon

Win: Marsh Badge

Psychic

Pokémon: Alakazam, Kadabra, Exeggutor, Starmie, Charizard, Zapdos

Win: Volcano Badge

Final: Old Man

Pokémon: Dragonite, Articuno, Moltres, Jolteon, Tauros, Lapras

Win: Earth Badge, Master Ball Trophy and the Doduo Game Boy



B. Prime Cup (level 1-100)



The Prime Cup Tournament also has four sub-tournaments. If you earn trophies in all of them—and you've gotten four trophies in the Poké Cup—you'll be rewarded with a Dodrio Game Boy Tower.

1. Poké Ball

Cueball

Pokémon: Paras, Caterpie, Weedle, Magikarp, Growlithe, Charmander

Win: Boulder Badge

Rocket

Pokémon: Ekans, Drowzee, Grimer, Poliwhar, Omanyte, Nidorina

Win: Cascade Badge

Judoboy

Pokémon: Mankey, Machop, Kabuto, Pikachu, Rattata, Cubone

Win: Thunder Badge

Gambler

Pokémon: Geodude, Magmar, Seel, Goldeen, Krabby, Nidoran ♀

Win: Rainbow Badge

Cool ♀

Pokémon: Oddish, Bulbasaur, Squirtle, Psyduck, Horsea, Eevee

Win: Soul Badge

Birdboy

Pokémon: Abra, Zubat, Pidgey, Spearow, Doduo, Gastly

Win: Marsh Badge

Lab Man

Pokémon: Shellder, Vulpix, Tangela, Tentacool, Bellsprout, Dratini

Win: Volcano Badge

Cool ♂

Pokémon: Flareon, Slowpoke, Diglett, Lickitung, Meowth, Magnemite

Win: Earth Badge and Poké Ball Trophy

2. Great Ball

Cueball

Pokémon: Parasect, Metapod, Kakuna, Charmeleon, Jigglypuff, Venonat

Win: Boulder Badge

Rocket

Pokémon: Hypno, Poliwhirl, Sandshrew, Koffing, Nidorina, Muk

Win: Cascade Badge

Judoboy

Pokémon: Voltorb, Primeape, Machoke, Raichu, Hitmonlee, Marowak

Win: Thunder Badge

Gambler

Pokémon: Graveler, Clefairy, Ponyta, Seaking, Kingler, Nidorino

Win: Rainbow Badge

Cool ♀

Pokémon: Gloom, Weepinbell, Ivysaur, Golduck, Wartortle, Seadra

Win: Soul Badge

Birdboy

Pokémon: Farfetch'd, Gyarados, Pidgeotto, Fearow, Beedrill, Haunter

Win: Marsh Badge

Lab Man

Pokémon: Staryu, Kadabra, Porygon, Chansey, Venusaur, Exeggcuter

Win: Volcano Badge

Cool ♂

Vs. Pokémon: Rhyhorn, Magneton, Moltres, Cloyster, Dratini, Kangaskhan

Win: Earth Badge and Great Ball Trophy



3. Ultra Ball

Cueball

Pokémon: Mr. Mime, Butterfree, Arcanine, Ditto, Wigglytuff, Venomoth
Win: Boulder Badge

Rocket

Pokémon: Weezing, Nidoqueen, Arbok, Onix, Sandslash, Omastar
Win: Cascade Badge

Judoboy

Pokémon: Hitmonchan, Machamp, Scyther, Electrode, Raticate, Poliwrath
Win: Thunder Badge

Gambler

Pokémon: Golem, Clefable, Dewgong, Rapidash, Pinsir, Nidoking
Win: Rainbow Badge

Cool ♀

Pokémon: Vileplume, Victreebell, Rhydon, Tentacruel, Blastoise, Lapras
Win: Soul Badge

Birdboy

Pokémon: Dodrio, Charizard, Pidgeot, Golbat, Zapdos, Gengar
Win: Marsh Badge

Lab Man

Pokémon: Electabuzz, Vaporeon, Persian, Dugtrio, Kabutops, Exeggutor
Win: Volcano Badge

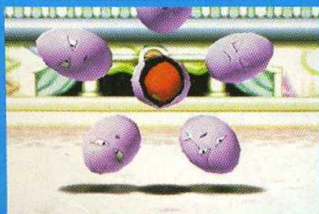
Cool ♂

Pokémon: Jolteon, Ninetales, Slowbro, Dragonite, Aerodactyl, Snorlax
Win: Earth Badge and Ultra Ball Trophy



C. Petit Cup

(level 25-30)



Rules—You can enter six Pokémon that are between Levels 25 and 30, but their combined levels cannot exceed 80. The maximum height is 6' 8" and the maximum weight is 44 lbs. Mew cannot attend and you can't freeze two Pokémon or put to sleep two Pokémon, but you can freeze one Pokémon and put another Pokémon to sleep. If you get a "Perfect," you earn an extra continue...and there's no self-destruct move with the last Pokémon.

4. Master Ball

Cueball

Pokémon: Pinsir, Beedrill, Flareon, Magmar, Raticate, Kangaskhan
Win: Boulder Badge

Rocket

Pokémon: Jynx, Golem, Golbat, Aerodactyl, Persian, Victreebell
Win: Cascade Badge

Judoboy

Pokémon: Machamp, Scyther, Hitmonlee, Primeape, Nidoking, Jolteon
Win: Thunder Badge

Gambler

Pokémon: Tauros, Slowbro, Dugtrio, Blastoise, Arbok, Dragonite
Note: The Gambler is difficult because he specializes in one-hit K.O. attacks like Fissure and Horn Drill. If your Pokémon have high speed and evasion, you can avoid most of these knock-outs long enough to defeat him.
Win: Rainbow Badge

Cool ♀

Pokémon: Starmie, Dewgong, Omastar, Poliwrath, Venusaur, Exeggutor
Note: All of the Cool ♀'s Pokémon know Toxic.
Win: Soul Badge

Birdboy

Pokémon: Articuno, Moltres, Zapdos, Charizard, Pidgeot, Fearow
Win: Marsh Badge

Lab Man

Pokémon: Alakazam, Ditto, Gengar, Rapidash, Lapras, Raichu
Win: Volcano Badge

Final Battle: Cool ♂

Pokémon: Mew, Electrode, Snorlax, Cloyster, Rhydon, Arcanine
Win: Earth Badge, Master Ball Trophy and the GB Tower becomes the Doduo Game Boy Tower. If you already won the Poké Cup Tournament, the GB Tower becomes the Dodrio Game Boy Tower.



Bug Boy

Pokémon: Caterpie, Weedle, Paras, Oddish, Bellsprout, Exeggcuter
Win: Boulder Badge

Lad

Pokémon: Pidgey, Rattata, Ditto, Bulbasaur, Ekans, Zubat
Win: Cascade Badge

Nerd

Pokémon: Geodude, Gastly, Voltorb, Shellder, Koffing, Exeggcuter
Win: Thunder Badge

Sailor

Pokémon: Krabby, Horsea, Magikarp, Machop, Goldeen, Spearow
Win: Rainbow Badge

Jr. ♀

Pokémon: Cubone, Growlithe, Meowth, Abra, Poliwhar, Jigglypuff
Win: Soul Badge

Jr. ♂

Pokémon: Diglett, Magnemite, Farfetch'd, Zubat, Charmander, Squirtle
Win: Marsh Badge

Lass

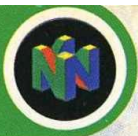
Pokémon: Kabuto, Pikachu, Vulpix, Clefairy, Jigglypuff, Eevee
Win: Volcano Badge

Final Battle: Pkmmiac

Pokémon: Nidoran ♂, Nidoran ♀, Dratini, Sandshrew, Psyduck, Omanyte
Win: Earth Badge and Petit Cup Trophy



Pokémon Stadium



D. Pika Cup

(level 15-20)

Rules—You can enter six Pokémon that are between Levels 15 and 20, but their combined levels cannot exceed 50. You can't freeze two Pokémon or put to sleep two Pokémon, but you can freeze one Pokémon and put another Pokémon to sleep. Mew can't attend, and there are no self-destruct moves allowed with your last Pokémon. If you get a "Perfect", you earn an extra continue. If you win all the trophies and have defeated the Gym Leader Castle, Mewtwo will appear in the sky.



Bug Boy

Pokémon: Nidorina, Ekans, Venonat, Butterfree, Kakuna, Paras

Win: Boulder Badge

Lad

Pokémon: Pidgeotto, Farfetch'd, Bellsprout, Ivysaur, Zubat, Geodude

Win: Cascade Badge

Swimmer

Pokémon: Poliwhirl, Wartortle, Magikarp, Slowpoke, Staryu, Nidorino

Win: Thunder Badge

Burglar

Pokémon: Ninetales, Growlithe, Sandshrew, Drowzee, Charmeleon, Vulpix

Win: Rainbow Badge

Mr. Fix

Pokémon: Voltorb, Magnemite, Porygon, Mankey, Kingler, Raichu

Win: Soul Badge

Hiker

Pokémon: Rhyhorn, Wigglytuff, Kadabra, Machop, Seadra, Gastly

Win: Marsh Badge

Lass

Pokémon: Gyarados, Mr. Mime, Arcanine, Tentacruel, Dewgong, Meowth

Win: Volcano Badge

Fisher

Pokémon: Dragonair, Slowbro, Clefable, Tentacool, Raticate, Golduck

Win: Earth Badge and Pika Cup trophy

IV. Gym Leader Castle

The Gym Leader Castle is organized in the same order as in *Pokémon Red, Blue* and *Yellow*.

The leaders specialize in the same types of Pokémon and before you can reach the Gym Leader at each facility, you need to face down three other trainers. Don't assume that just because your Pokémon are maxed out that these will be easy battles. Unlike in the

Game Boy, the challengers' Pokémon don't remain at a static level. Instead, all of their Pokémon will be the

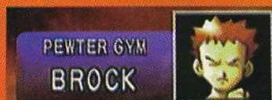
same level as your highest level Pokémon. If you have one Level 100 Pokémon and the rest of your Pokémon are only Level 50, you're going to get a beating. Another important thing to remember is you cannot use items in *Pokémon Stadium* during battles, so once you get poisoned or paralyzed, you stay that way unless your Pokémon knows Haze or Mist. Confusion can be taken care of by switching your Pokémon out of battle, but this gives your opponent a free hit against your new Pokémon. Also, once you get to the Elite Four, you'll notice that their Pokémon seem significantly stronger than the Gym Leaders, with higher defense and attack stats, so choose your Pokémon wisely. Remember that although each Gym Leader specializes in a specific type of Pokémon, you need to use the same team of six Pokémon to fight in all four battles at each Gym,

against trainers that will have a variety of

types. The best bet is to select a couple of Pokémon that will be strong against the Gym Leader's type and some normal-type Pokémon that have attacks that are strong against the Gym Leader's type. Make sure you know some high-speed attacks like Quick Attack, since speed will determine who delivers the first hit in each round. You can register up to ten different teams of six Pokémon for each tournament, the Gym Leader Castle and the battle against Mewtwo. There aren't any continues in the Gym Leader Castle, but once you defeat one Gym you never have to go through it again. After you defeat all eight Gym Leaders, the Elite Four will open up and you come face-to-face with your Rival.



First Tower Pewter Gym Battle



Brock specializes in Rock-type Pokémon, which are weak against Water-type and Grass-type Pokémon.



Bug Boy

Pokémon: Caterpie, Weedle, Metapod, Kakuna, Beedrill, Butterfree

Lad

Pokémon: Bulbasaur, Ekans, Zubat, Oddish, Paras, Gloom

Jr. ♂

Pokémon: Farfetch'd, Diglett, Pidgey, Dugtrio, Sandshrew, Geodude

Leader: Brock

Pokémon: Onix, Graveler, Cubone, Vulpix, Omanyte, Kabuto

Win: Opens Misty's Tower





Second Tower Cerulean Gym Battle



Misty specializes in Water-type Pokémon, so select Grass-type or Thunder-type Pokémon.



Fisher
Pokémon: Squirtle, Poliwhg, Magikarp, Wartortle, Seaking, Tentacool

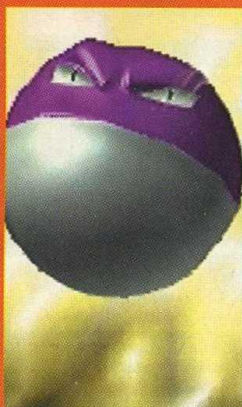
Jr. ♀
Pokémon: Seadra, Pidgey, Kadabra, Voltorb, Diglett, Jigglypuff

Swimmer
Pokémon: Meowth, Goldeen, Mankey, Omanyte, Clefairy, Poliwhirl

Leader: Misty
Pokémon: Starmie, Horsea, Psyduck, Blastoise, Staryu, Seel
Win: Opens Lt. Surge's Tower



Third Tower Vermilion Gym Battle



Surge specializes in Thunder-type Pokémon, so use Ground-type Pokémon.



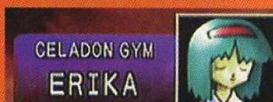
Sailor
Pokémon: Machop, Spearow, Krabby, Slowpoke, Shellder, Golduck

Rocker
Pokémon: Porygon, Voltorb, Electrode, Pikachu, Electabuzz, Magnemite

Old Man
Pokémon: Growlithe, Nidoran ♂, Nidoran ♀, Ponyta, Charmeleon, Charmander

Leader: Surge
Pokémon: Raichu, Voltorb, Electrode, Pikachu, Magnemite, Magnetron
Win: Opens Erika's Tower

Fourth Tower Celadon Gym Battle



Erika specializes in Poison Plant-type Pokémon, so use Fire-type or Psychic-type Pokémon.



Lass
Pokémon: Jigglypuff, Wigglytuff, Eevee, Cubone, Paras, Rattata

Beauty
Pokémon: Staryu, Seaking, Doduo, Pidgeotto, Rhydon, Dratini

Cool ♀
Pokémon: Marowak, Chansey, Parasect, Nidorina, Nidorino, Lickitung

Leader: Erika
Pokémon: Victreebell, Gloom, Tangela, Vileplume, Weepinbell, Exeggcute
Win: Opens Koga's tower



Fifth Tower Fuchsia Gym Battle



Koga specializes in Poison-type Pokémon, so use Psychic-type Pokémon.



Biker
Pokémon: Koffing, Grimer, Ditto, Weezing, Venonat, Tentacool

Tamer
Pokémon: Kingler, Sandslash, Scyther, Ivysaur, Weepinbell, Machoke

Juggler
Pokémon: Drowzee, Kadabra, Mr. Mime, Hypno, Abra, Slowbro

Leader: Koga
Pokémon: Venomoth, Muk, Weezing, Venonat, Nidorina, Nidorino
Win: Opens Sabrina's tower

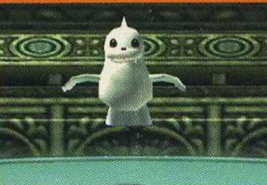
Pokémon Stadium



Sixth Tower Saffron Gym Battle



Sabrina specializes in Psychic-type Pokémon, so use Bug-type Pokémon that aren't Poisonous, or Normal Pokémon that have Bug-type attacks like Twineedle or Pin Missile.



Cueball

Pokémon: Dratini, Primeape, Dewgong, Mankey, Machop, Rhyhorn

Burglar

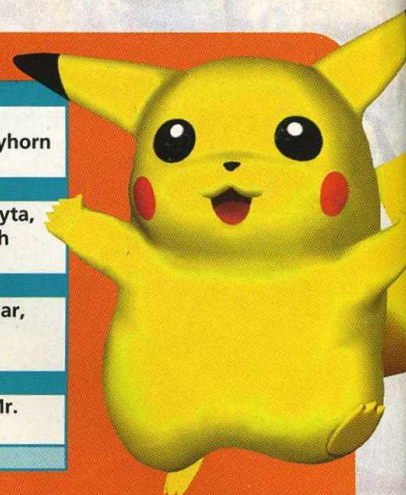
Pokémon: Ninetales, Vulpix, Ponyta, Growlithe, Charmeleon, Rapidash

Medium

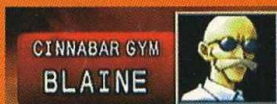
Pokémon: Gastly, Haunter, Gengar, Golbat, Lickitung, Tentacruel

Leader: Sabrina

Pokémon: Alakazam, Kadabra, Mr. Mime, Hypno, Exeggutor, Jynx
Win: Opens Blaine's tower



Seventh Tower Cinnabar Gym Battle



Blaine specializes in Fire-type Pokémon, so use Water-type Pokémon or Ground-type Pokémon.



Judoboy

Pokémon: Raticate, Primeape, Machoke, Nidoking, Hitmonlee, Machamp

Psychic

Pokémon: Slowbro, Alakazam, Poliwrath, Starmie, Jynx, Hypno

Nerd

Pokémon: Electrode, Snorlax, Golem, Exeggutor, Muk, Cloyster

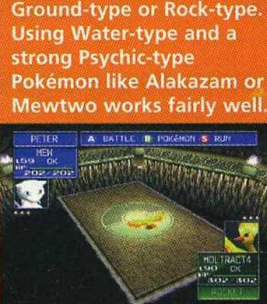
Leader: Blaine

Pokémon: Charizard, Arcanine, Rapidash, Magmar, Clefable, Kangaskhan
Win: Opens Giovanni's Tower

Eighth Tower Viridian Gym Battle



Giovanni uses either Normal Pokémon or Normal Pokémon with a secondary Ground-type or Rock-type. Using Water-type and a strong Psychic-type Pokémon like Alakazam or Mewtwo works fairly well.



Rocket

Pokémon: Golbat, Raticate, Persian, Moltres, Dodrio, Parasect

Lab Man

Pokémon: Kabutops, Magnetron, Fearow, Hitmonchan, Poliwrath, Lickitung

Cool ♂

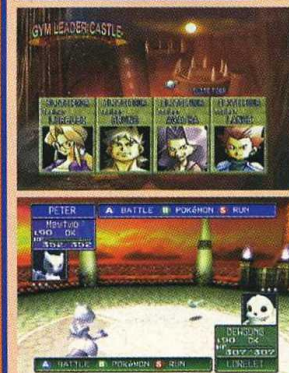
Pokémon: Omastar, Dodrio, Tentacruel, Clefable, Zapdos, Pinsir

Leader: Giovanni

Pokémon: Persian, Dugtrio, Nidoqueen, Nidoking, Rhydon, Tauros
Win: Opens path to Elite Four



Elite Four



Lorelei

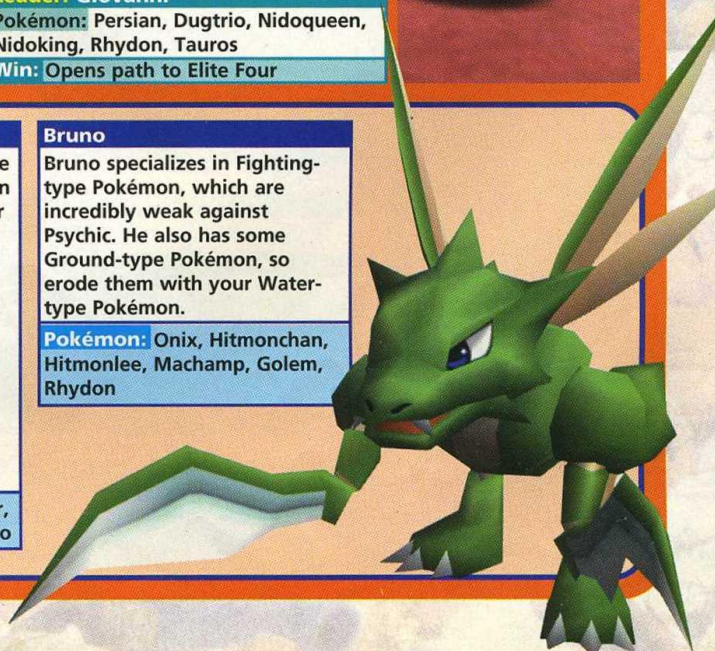
Lorelei is a specialist in Ice-type Pokémon, so the best Pokémon to use against her are Thunder or Fire-type Pokémon. Look out for her status-affecting attacks, like Lovely Kiss, Confuse Ray and Ice Beam. If one of your Pokémon knows Haze or Mist, you can eliminate all status effects. If you don't have Haze or Mist, the only status you can cure is Confusion, by switching your Pokémon out of battle.

Pokémon: Dewgong, Cloyster, Slowbro, Jynx, Lapras, Articuno

Bruno

Bruno specializes in Fighting-type Pokémon, which are incredibly weak against Psychic. He also has some Ground-type Pokémon, so erode them with your Water-type Pokémon.

Pokémon: Onix, Hitmonchan, Hitmonlee, Machamp, Golem, Rhydon





Pokémon Stadium

Agatha

Agatha uses Ghost and Poison Pokémon, so Psychic Pokémon are your best bet. Watch out for Toxic and Leech Seed, which will continue even after Venusaur gets knocked out. Switch out the seeded Pokémon for as long as you can so you don't recover the enemy.

Pokémon: Haunter, Golbat, Arbok, Muk, Venusaur, Gengar

Lance

Lance is a Dragon-type Pokémon trainer, with a multitude of secondary types. Use Thunder-type Pokémon to take care of Gyarados and Water-type to handle Aerodactyl and Charizard.

Pokémon: Gyarados, Dragonair (Wrap, Thunder Wave, Ice Beam), Aerodactyl, Lapras (Blizzard, Thunderbolt, Surf), Charizard, Kangaskhan (Dizzy Punch)

Win: Opens door to Rival



Rival



Your rival has Plant-type, Psychic-type, Fire-type, Normal-type, Thunder-type, Water-type and Rock-type Pokémon, so you need to have a similarly varied team on your side. Mewtwo, if he knows Amnesia and you've raised his stats, will be able to handle most of the Pokémon except for Exeggutor and Slowbro. Take out Exeggutor with Fire and Slowbro with Thunder.

Pokémon: Exeggutor, Slowbro, Ninetales, Clefable, Electabuzz, Pinsir

Win: Once you defeat your Rival, you'll receive a notice that Professor Oak has a "Pokémon Present" waiting for you at his lab. The "Pokémon Present" is a Pokémon that you had to choose in the Game Boy, like the starting Pokémon Bulbasaur, Charmander and Squirtle, the fighting Pokémon Hitmonlee and Hitmonchan, Eevee, or the fossil Pokémon Omanyte and Kabuto. This is a great feature of the game, since these are Pokémon that you can only get once in the Game Boy and most people refuse give them up in trade. Unfortunately, you never know what Pokémon Present you'll receive...and sometimes they duplicate.



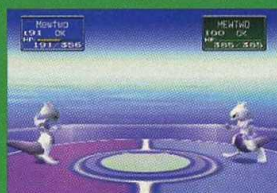
Vs. Mewtwo

You won't be able to fight against Mewtwo until you meet several requirements: Four trophies in the Prime Cup, four trophies in the Poké Cup,



one trophy in the Petit Cup, one trophy in the Pika Cup, plus you need to defeat the Gym Leader Castle, the Elite Four and your Rival. Once all these criteria are met, the sky above the Stadium will darken and a silhouette of Mewtwo will appear in the sky. Choose the silhouette and you can fight against Mewtwo!

Mewtwo is definitely a force to be reckoned with. If you remember the battle in *Pokémon Red, Blue or Yellow*,



you'll recall that he was at Level 70. Not this time. Mewtwo has Psychic, Rest, Blizzard and Thunderbolt...and he's at level 100! Mewtwo will fully heal himself with Rest—even status effects will be eliminated!—and his Blizzard and Thunderbolt attacks will make one-hit wonders out of your grass, ground, water, flying and dragon Pokémon. The Vs. Mewtwo battle is the only battle in which you can use all six Pokémon...and believe me, it's still a tough battle. Your best bet is to poison, paralyze or freeze Mewtwo long enough for you to knock him out before he rests to maximum health. Psychic Pokémon that know non-psychic moves are the best to use, as long as they aren't a type that is weak against Mewtwo's Blizzard and Thunderbolt attacks. For example, Slowbro is strong against Psychic, but one Thunderbolt will knock him cold.



Once you defeat Mewtwo, the credits will roll and then you'll go back to the start screen, which will have a different background. *Pokémon Stadium* now features an R-2, or Round 2, where you can fight through all the tournaments

again...but this time they're harder. Also, in the R-2 mode, Mew is selectable as a Pokémon rental. Don't worry, however; you can toggle between the R-2 and R-1 modes if you're not quite ready for the next level of competition.

VI. Rental Pokémon

A. Petit Cup Rental Pokémon (All level 25)

BULBASAUR L25	Leech Seed, Mega Drain, Solarbeam, Cut
CHARMANDER L25	Fire Blast, Rage, Growl, Mega Punch
SQUIRTLE L25	Bite, Bubblebeam, Toxic, Submission
CATERPIE L25	Tackle, String Shot
WEEDLE L25	Poison Sting, String Shot
PIDGEY L25	Sand-Attack, Quick Attack, Double-Edge, Fly
RATTATA L25	Quick Attack, Hyper Fang, Bubblebeam, Dig
SPEAROW L25	Double-Edge, Mirror Move, Fly, Toxic
EKANS L25	Bite, Glare, Dig, Mega Drain
PIKACHU L25	Thunder Wave, Slam, Thunder, Flash
SANDSHREW L25	Slash, Poison Sting, Dig, Rock Slide
NIDORAN♀ L25	Double Kick, Blizzard, Take Down, Toxic
NIDORAN♂ L25	Double Kick, Horn Drill, Body Slam, Toxic
CLEFAIRY L25	Sing, Fire Blast, Tri Attack, Metronome
VULPIX L25	Toxic, Double-Edge, Dig, Ember
JIGGLYPUFF L25	Sing, Psychic, Take Down, Submission
ZUBAT L25	Confuse Ray, Double-Edge, Toxic, Mega Drain
ODDISH L25	Acid, Sleep Powder, Solarbeam, Cut
PARAS L25	Stun Spore, Mega Drain, Leech Life, Dig
DIGLETT L25	Dig, Sand-Attack, Cut, Rock Slide
MEOWTH L25	Bite, Screech, Bubblebeam, Thunderbolt
PSYDUCK L25	Bubblebeam, Mimic, Mega Punch, Submission
GROWLITHE L25	Fire Blast, Bite, Mimic, Leer
OLIWAAG L25	Hypnosis, Skull Bash, Psywave, Surf
ABRA L25	Metronome, Psywave, Body Slam, Thunder Wave
MACHOP L25	Karate Chop, Low Kick, Seismic Toss, Fire Blast
BELLSPROUT L25	Wrap, Mega Drain, Growth, Poisonpowder
GEODUDE L25	Rock Throw, Selfdestruct, Dig, Strength
MAGNEMITE L25	Flash, Swift, Thunder Wave, Thunder

FARFETCH'D L25	Fury Attack, Swords Dance, Sand-Attack, Fly
SHELLDER L25	Supersonic, Clamp, Ice Beam, Selfdestruct
GASTLY L25	Confuse Ray, Night Shade, Thunder, Mega Drain
KRABBY L25	Guillotine, Surf, Swords Dance, Strength
VOLTORB L25	Screech, Thunder Wave, Thunder, Take Down
EXEGGUTE L25	Hypnosis, Psywave, Egg Bomb, Reflect
CUBONE L25	Bone Club, Tail Whip, Fire Blast, Headbutt
KOFFING L25	Smog, Toxic, Fire Blast, Thunderbolt
MAGIKARP L25	Splash, Tackle
DITTO L25	Transform
EEVEE L25	Sand-Attack, Quick Attack, Double-Edge, Substitute
OMANYTE L25	Withdraw, Bubblebeam, Double-Edge, Toxic
KABUTO L25	Ice Beam, Take Down, Surf, Bide
DRATINI L25	Thunder Wave, Wrap, Thunder, Fire Blast

RATICATE L15	Hyper Fang, Toxic, Ice Beam, Swift
SPEAROW L15	Double-Edge, Double Team, Fly, Mimic
FEAROW L15	Fly, Double Team, Peck, Mimic
EKANS L15	Wrap, Poison Sting, Earthquake, Leer
PIKACHU L15	Quick Attack, Submission, Thunderbolt, Thunder Wave
RAICHU L15	Thunder, Thunder Wave, Seismic Toss, Growl
SANDSHREW L15	Sand-Attack, Earthquake, Submission, Swords Dance
NIDORAN♀ L15	Toxic, Thunder, Blizzard, Body Slam
NIDORINA L15	Toxic, Ice Beam, Take Down, Horn Drill
NIDOQUEEN L15	Fissure, Double Kick, Surf, Reflect
NIDORAN♂ L15	Blizzard, Thunderbolt, Body Slam, Toxic
NIDORINO L15	Horn Drill, Ice Beam, Double Kick, Horn Attack
NIDOKING L15	Poison Sting, Earthquake, Bubblebeam, Double Kick
CLEFAIRY L15	Thunder Wave, Tri Attack, Psychic, Metronome
CLEFABLE L15	Metronome, Tri Attack, Sing, Double Team
VULPIX L15	Double-Edge, Fire Blast, Double Team, Dig
NINETALES L15	Dig, Ember, Reflect, Hyper Beam
JIGGLYPUFF L15	Sing, Body Slam, Thunder Wave, Ice Beam
WIGGLYTUFF L15	Thunder, Mega Punch, Double Team, Sing
ZUBAT L15	Supersonic, Swift, Mega Drain, Toxic
ODDISH L15	Toxic, Swords Dance, Mega Drain, Take Down
PARAS L15	Stun Spore, Dig, Mega Drain, Take Down
VENONAT L15	Supersonic, Psychic, Flash, Double-Edge
DIGLETT L15	Earthquake, Double Team, Take Down, Fissure
MEOWTH L15	Double Team, Thunderbolt, Body Slam, Rest
PSYDUCK L15	Bubblebeam, Blizzard, Dig, Mimic
MANKEY L15	Low Kick, Karate Chop, Dig, Counter
GROWLITHE L15	Dig, Fire Blast, Double-Edge, Reflect
ARGANINE L15	Dig, Bite, Ember, Double Team
OLIWAAG L15	Surf, Body Slam, Blizzard, Toxic
OLIWHIRL L15	Surf, Double-Edge, Metronome, Earthquake
OLIWRATH L15	Surf, Doubleslap, Metronome, Hypnosis
ABRA L15	Psychic, Thunder Wave, Seismic Toss, Reflect

B. Pika Cup Rental Pokémon (All level 15)

BULBASAUR L15	Leech Seed, Toxic, Mega Drain, Double-Edge
IVYSAUR L15	Swords Dance, Body Slam, Solarbeam, Leech Seed
CHARMANDER L15	Fire Blast, Seismic Toss, Strength, Growl
CHARMELEON L15	Swords Dance, Mega Kick, Toxic, Ember
SQUIRTLE L15	Tackle, Dig, Surf, Blizzard
WARTORTLE L15	Body Slam, Bide, Surf, Reflect
CATERPIE L15	String Shot, Tackle
METAPOD L15	Tackle, String Shot
BUTTERFREE L15	Poisonpowder, Hyper Beam, Psywave, Take Down
WEEDLE L15	String Shot, Poison Sting
KAKUNA L15	String Shot, Poison Sting
BEEDRILL L15	Fury Attack, Double Team, Swords Dance, Hyper Beam
PIDGEY L15	Reflect, Fly, Toxic, Double-Edge
PIDGEOTTO L15	Sky Attack, Take Down, Quick Attack, Sand-Attack
RATTATA L15	Thunder, Quick Attack, Blizzard, Dig



Pokémon Stadium

KADABRA L15	Psychic, Metronome, Double Team, Seismic Toss
ALAKAZAM L15	Psywave, Metronome, Thunder Wave, Mega Punch
MACHOP L15	Karate Chop, Submission, Fire Blast, bide
BELLSPROUT L15	Growth, Take Down, Mega Drain, Reflect
TENTACOO L15	Surf, Acid, Supersonic, toxic
TENTACOO L15	Supersonic, Wrap, Toxic, Mega Drain
GEODUDE L15	Mega Punch, Earthquake, Rock Slide, Defense Curl
PONYTA L15	Fire Blast, Horn Drill, Reflect, Swift
SLOWPOKE L15	Psychic, Surf, Flash, Dig
MAGNETITE L15	Thunder Wave, Thunderbolt, Swift, Substitute
FARFETCH'D L15	Sand-Attack, Fury Attack, Fly, Reflect
SEEL L15	Surf, Headbutt, Horn Drill, Blizzard
SHELLDER L15	Blizzard, Tri Attack, Explosion, Surf
CLOYSTER L15	Supersonic, Clamp, Hyper Bam, Aurora Beam
GASTLY L15	Confuse Ray, Psychic, Night Shade, Explosion
HAUNTER L15	Confuse Ray, Thunderbolt, Night Shade, Selfdestruct
GENOAR L15	Confuse Ray, Night Shade, Mega Drain, Metronome
ONIX L15	Rock Slide, Strength, Earthquake, Selfdestruct
DROWZEE L15	Hypnosis, Psychic, Dream Eater, Tri Attack
KRABBY L15	Ice Beam, Body Slam, Surf, Toxic
KINGLER L15	Surf, Strength, Double Team, Mimic
VOLTORB L15	Explosion, Take Down, thunderbolt, Thunder Wave
EXEGGCUTE L15	Psychic, Double Team, Egg Bomb, Toxic
EXEGGUTOR L15	Toxic, Barrage, Mega Drain, Psywave
CUBONE L15	Strength, Earthquake, Tail Whip, Blizzard
LICKITUNG L15	Double-Edge, Supersonic, Fire Blast, Thunder
KOFFING L15	Fire Blast, Toxic, Thunderbolt, Selfdestruct
RHYHORN L15	Rock Slide, Earthquake, Horn Attack, Substitute
CHANSEY L15	Tri Attack, Counter, Bubblebeam, Thunderbolt
HORSEA L15	Surf, Blizzard, Toxic, Swift
SEADRA L15	Smokescreen, Bubblebeam, Ice Beam, Mimic
GOLDEEN L15	Surf, Double-Edge, Ice Beam, Horn Drill
STARYU L15	Surf, Psychic, Tri Attack, Thunder Wave
STARMIE L15	Psywave, Bubblebeam, Thunder, Substitute
MR. MIME L15	Mega Kick, Psychic, Barrier, Metronome
SOYTER L15	Quick Attack, Swords Dance, Hyper Beam, Double Team
PINSIR L15	Take Down, Submission, Bide, Mimic
MAGIKARP L15	Splash, Tackle
GYARADOS L15	Hydro Pump, Bite, Rest, Leer
LAPRAS L15	Bubblebeam, Ice Beam, Growl, Skull Bash

DITTO L15	Transform
PORYGON L15	Conversion, Sharpen, Psychic, Tri Attack
DRATINI L15	Fire Blast, Blizzard, Body Slam, Thunder Wave

C. Poké Cup Rental Pokémon (All level 50)

BULBASAU L50	Leech Seed, Toxic, Body Slam, Razor Leaf
IVYSAUR L50	Razor Leaf, Sleep Powder, Growth, Double-Edge
VENUSAUR L50	Leech Seed, Poisonpowder, Solarbeam
CHARMANDER L50	Flamethrower, Slash, Dig, Fire Spin
CHARMELEON L50	Flamethrower, Counter, Seismic Toss, Strength
CHARIZARD L50	Fly, Swords Dance, Fire Spin, Fire Blast
SQUIRTLE L50	Surf, Blizzard, Body Slam, Dig
WARTORTLE L50	Surf, Strength, Rest, Ice Beam
BLASTOISE L50	Hydro Pump, Skull Bash, Withdraw, Seismic Toss
CATERPIE L50	String Shot, Tackle
METAROD L50	String Shot, Tackle
BUTTERFREE L50	Psychic, Supersonic, Mega Drain, Stun Spore
WEEDLE L50	String Shot, Poison Sting
KAKUNA L50	String Shot, Poison Sting
BEEDRILL L50	Twineedle, Hyper Beam, Toxic, Focus Energy
PIDGEY L50	Fly, Toxic, Double-Edge, Double Team
PIDGEOTTO L50	Fly, Quick Attack, Sand-Attack, Take Down
PIDGEOT L50	Mirror Move, Fly, Quick Attack, Sand-Attack
RATTATA L50	Super Fang, Blizzard, Quick Attack, Hyper Fang
RATIGATE L50	Hyper Fang, Hyper Beam, Focus Energy, Thunder
SPEAROW L50	Drill Peck, Mirror Move, Double Team, Double-Edge
FEAROW L50	Drill Peck, Mirror Move, Fury Attack, Swift
EKANS L50	Earthquake, Acid, Screech, Body Slam
ARBOK L50	Glare, Wrap, Dig, Strength
PIKACHU L50	Thunderbolt, Slam, Thunder Wave, Seismic Toss
RAICHU L50	Thunder, Thunder Wave, Flash, Mega Kick
SANDSHREW L50	Earthquake, Slash, Seismic Toss, Sand-Attack
SANDSLASH L50	Dig, Swift, Seismic Toss, Sand-Attack
NIDORAN♀ L50	Toxic, Thunderbolt, Body Slam, Blizzard
NIDORINA L50	Toxic, Thunder, Double-Edge, Ice Beam
NIDOQUEEN L50	Toxic, Double Kick, Bite, Earthquake
NIDORAN♂ L50	Blizzard, Body Slam, Focus Energy, Thunderbolt
NIDORINO L50	Double-Edge, Horn Drill, Focus Energy, Thunder

NIDOKING L50	Earthquake, Horn Drill, Rage, Substitute
CLEFAIRY L50	Thunderbolt, Psychic, Body Slam, Blizzard
CLEFABLE L50	Sing, Tri Attack, Minimize, Ice Beam
VULPIX L50	Flamethrower, Dig, Confuse Ray, Double-Edge
NINETALES L50	Fire Blast, Skull Bash, Confuse Ray, Tail Whip
JIGGLYPUFF L50	Sing, Body Slam, Seismic Toss, Psychic
WIGGLYTUFF L50	Sing, Double-Edge, Submission, Thunderbolt
ZUBAT L50	Confuse Ray, Mega Drain, Toxic, Double-Edge
GOLBAT L50	Confuse Ray, Mega Drain, Bite, Haze
ODDISH L50	Petal Dance, Toxic, Mega Drain, Double-Edge
GLOOM L50	Petal Dance, Take Down, Mega Drain, Stun Spore
VILEPLUME L50	Petal Dance, Sleep Powder, Acid, Cut
PARAS L50	Spore, Slash, Dig, Mega Drain
PARASECT L50	Spore, Take Down, Dig, Solarbeam
VENONAT L50	Psychic, Mega Drain, Double-Edge, Stun Spore
VENOMOTH L50	Psychic, Supersonic, Solarbeam, Swift
DIGLETT L50	Earthquake, Slash, Sand-Attack, Rock Slide
DUGTRIO L50	Dig, Sand-Attack, Toxic, Hyper Beam
MEOWTH L50	Slash, Thunderbolt, Swift, Double Team
PERSIAN L50	Slash, Bubblebeam, Mimic, Growl
PSYDUCK L50	Surf, Confusion, Dig, Blizzard
GOLDDUCK L50	Ice Beam, Surf, Toxic, Disable
MANKEY L50	Submission, Rock Slide, Seismic Toss, Screech
PRIMEAPE L50	Fury Swipes, Rock Slide, Low Kick, Screech
GROWLITHE L50	Flamethrower, Body Slam, Reflect, Dig
ARCANINE L50	Fire Blast, Take Down, Dragon Rage, Substitute
POLIWHG L50	Body Slam, Blizzard, Surf, Amnesia
POLIWHIRL L50	Hypnosis, Surf, Ice Beam, Earthquake
POLIWRATH L50	Hypnosis, Submission, Counter, Hydro Pump
ABRA L50	Psychic, Seismic Toss, Reflect, Thunder Wave
KADABRA L50	Psychic, Counter, Recover, Dig
ALAKAZAM L50	Psybeam, Metronome, Disable, Tri Attack
MACHOP L50	Submission, Rock Slide, Earthquake, Focus Energy
MACHOKE L50	Submission, Strength, Rock Slide, Focus Energy
MACHAMP L50	Low Kick, Strength, Counter, Focus Energy
BELLSPROUT L50	Razor Leaf, Growth, Mega Drain, Stun Spore
WEEPINBELL L50	Razor Leaf, Acid, Wrap, Toxic
VICTREEBEL L50	Solarbeam, Acid, Reflect, Slam



TENTACOO	Surf, Supersonic, Mega Drain, Blizzard
TENTACUEL	Acid, Supersonic, Hydro Pump, Cut
GEODUDE	Earthquake, Seismic Toss, Rock Slide, Explosion
GRAVELER	Earthquake, Seismic Toss, Strength, Selfdestruct
GOLEM	Dig, Seismic Toss, Fire Blast, Metronome
PONYTA	Fire Blast, Agility, Horn Drill, Body Slam
RAPIDASH	Fire Blast, Stomp, Toxic, Fire Spin
SLOWPOKE	Surf, Psychic, Thunder Wave, Amnesia
SLOWBRO	Surf, Psychic, Disable, Withdraw
MAGNEMITE	Thunderbolt, Thunder Wave, Supersonic, Double-Edge
MAGNETON	Thunder, Screech, Supersonic, Swift
FARFETCH'D	Slash, Sand-Attack, Toxic, Fly
DODUO	Drill Peck, Tri Attack, Double Team, Reflect
DODRIO	Fly, Tri Attack, Agility, Reflect
SEEL	Ice Beam, Body Slam, Horn Drill, Surf
DEWGONG	Aurora Beam, Headbutt, Rest, Surf
GRIMER	Sludge, Body Slam, Explosion, Screech
MUK	Sludge, Thunderbolt, Hyper Beam, Selfdestruct
SHELLDER	Surf, Explosion, Blizzard, Tri Attack
CLOYSTER	Clamp, Spike Cannon, Ice Beam, Supersonic
GASTLY	Hypnosis, Dream Eater, Psychic, Confuse Ray
HAUNTER	Mega Drain, Psychic, Explosion, Confuse Ray
GENGAR	Thunderbolt, Night Shade, Hypnosis, Confuse Ray
ONIX	Earthquake, Rock Slide, Strength, Explosion
DROWZEE	Hypnosis, Dream Eater, Psychic, Tri Attack
HYPNO	Hypnosis, Headbutt, Dream Eater, Meditate
KRABBY	Crabhammer, Guillotine, Double-Edge, Blizzard
KINGLER	Crabhammer, Guillotine, Stomp, Substitute
VOLTORB	Thunderbolt, Thunder Wave, Swift, Explosion
ELECTRODE	Thunder, Thunder Wave, Swift, Selfdestruct
EXEGGUTE	Psychic, Explosion, Leech Seed, Toxic
EXEGGUTOR	Mega Drain, Stun Spore, Leech Seed, Egg Bomb
CUBONE	Earthquake, Submission, Blizzard, Strength
MAROWAK	Bonemerang, Thrash, Fire Blast, Focus Energy
HITMONLEE	Hi Jump Kick, Mega Kick, Metronome, Seismic Toss
HITMONCHAN	Submission, Thunderpunch, Ice Punch, Strength
LICKITUNG	Strength, Blizzard, Thunder, Fire Blast
KOFFING	Sludge, Toxic, Thunderbolt, Explosion
WEEZING	Sludge, Hyper Beam, Fire Blast, Selfdestruct

RHYHORN	Earthquake, Body Slam, Rock Slide, Fire Blast
RHYDON	Dig, Strength, Thunder, Surf
CHANSEY	Thunder, Fire Blast, Minimize, Rest
TANGELA	Mega Drain, Growth, Toxic, Double-Edge
KANGASKHAN	Dizzy Punch, Rock Slide, Surf, Thunderbolt
HORSEA	Hydro Pump, Toxic, Smokescreen, Ice Beam
SEADRA	Surf, Toxic, Smokescreen, Swift
GOLDEEN	Surf, Supersonic, Horn Drill, Blizzard
SEAKING	Waterfall, Supersonic, Horn Attack, Ice Beam
STARU	Hydro Pump, Recover, Thunderbolt, Psychic
STARME	Surf, Thunder, Swift, Harden
MR. MIME	Barrier, Psychic, Metronome, Seismic Toss
SCYTHER	Slash, Wing Attack, Leer, Double Team
JYNX	Ice Punch, Mega Punch, Psychic, Lovely Kiss
ELECTABUZZ	Thunderpunch, Mega Punch, Psychic, Thunder Wave
MAGMAR	Fire Punch, Mega Punch, Psychic, Smokescreen
PINSIR	Strength, Harden, Seismic Toss, Guillotine
TAUROS	Double-Edge, Fire Blast, Tail Whip, Bide
MAGIKARP	Splash, Tackle
GYARADOS	Surf, Dragon Rage, Bite, Fire Blast
LAPRAS	Ice Beam, Solarbeam, Body Slam, Sing
DITTO	Transform
EEVEE	Body Slam, Swift, Sand-Attack, Toxic
VAPOREON	Surf, Quick Attack, Sand-Attack, Acid Armor
JOLTEON	Thunderbolt, Pin Missile, Toxic, Sand-Attack
FLAREON	Fire Blast, Take Down, Smog, Sand-Attack
PORYGON	Tri Attack, Psychic, Sharpen, Conversion
OMANYTE	Surf, Ice Beam, Double-Edge, Double Team
OMASTAR	Hydro Pump, Submission, Spike Cannon, Withdraw
KABUTO	Hydro Pump, Blizzard, Slash, Double Team
KABUTOPS	Surf, Swords Dance, Mega Kick, Submission
AERODACTYL	Fly, Hyper Beam, Supersonic, Dragon Rage
SKORLAX	Mega Kick, Rock Slide, Metronome, Rest
ARTICUNO	Ice Beam, Sky Attack, Razor Wind, Substitute
ZAPDOS	Thunderbolt, Sky Attack, Thunder Wave, Flash
MOLTRES	Fire Blast, Fly, Swift, Substitute
DRATINI	Hyper Beam, Body Slam, Thunderbolt, Thunder Wave
DRAGONAIR	Hyper Beam, Swift, Ice Beam, Thunder Wave
DRAGONITE	Slam, Dragon Rage, Thunder, Agility

D. Prime Cup Rental Pokémon (All level 100)

BULBASAU	Leech Seed, Razor Leaf, Growth, Body Slam
IVYSAUR	Leech Seed, Razor Leaf, Growth, Mega Drain
VENUSAUR	Leech Seed, Solarbeam, Growth, Sleep Powder
CHARMANDER	Flamethrower, Body Slam, Seismic Toss, Dig
CHARMELEON	Flamethrower, Slash, Dig, Submission
CHARIZARD	Fire Blast, Fly, Fire Spin, Swords Dance
SQUIRTLE	Hydro Pump, Blizzard, Body Slam, Dig
WARTORTLE	Surf, Seismic Toss, Dig, Toxic
BLASTOISE	Hydro Pump, Skull Bash, Withdraw, Tail Whip
CATERPIE	Tackle, String Shot
METAPOD	Tackle, String Shot
BUTTERFREE	Psychic, Mega Drain, Swift, Stun Spore
WEEDLE	Poison Sting, String Shot
KAKUNA	Poison Sting, String Shot
BEEDRILL	Twineedle, Hyper Beam, Mega Drain, Focus Energy
PIDGEY	Fly, Sand-Attack, Mirror Move, Whirlwind
PIDGEOTTO	Fly, Sand-Attack, Swift, Toxic
PIDGEOT	Quick Attack, Mirror Move, Sand-Attack, Fly
RATTATA	Super Fang, Body Slam, Dig, Toxic
RATICATE	Super Fang, Hyper Fang, Quick Attack, Toxic
SPEAROW	Drill Peck, Swift, Double Team, Fly
FEAROW	Drill Peck, Mirror Move, Hyper Beam, Growl
EKANS	Double-Edge, Glare, Earthquake, Mega Drain
ARBOK	Dig, Glare, Strength, Acid
PIKACHU	Thunderbolt, Thunder Wave, Swift, Reflect
RAICHU	Thunder, Thunder Wave, Quick Attack, Mega Kick
SANDSHREW	Sand-Attack, Earthquake, Slash, Rock Slide
SANDSLASH	Sand-Attack, Dig, Strength, Rock Slide
NIDORAN♀	Body Slam, Blizzard, Thunderbolt, Toxic
NIDORINA	Body Slam, Bubblebeam, Thunder, Toxic
NIDOQUEEN	Earthquake, Double Kick, Rock Slide, Toxic
NIDORAN♂	Body Slam, Blizzard, Thunder, Horn Drill
NIDORINO	Body Slam, Thunderbolt, Ice Beam, Horn Drill
NIDOKING	Horn Attack, Earthquake, Bide, Horn Drill
CLEFAIRY	Metronome, Body Slam, Thunder Wave, Blizzard
CLEFABLE	Metronome, Strength, Thunder Wave, Thunder
VULPIX	Flamethrower, Dig, Confuse Ray, Toxic
FLARELIES	Fire Blast, Quick Attack, Confuse Ray, Tail Whip



Pokémon Stadium

Nintendo 64 strategy

Nintendo 64 strategy

JIGGLYPUFF L100	Sing, Flash, Body Slam, Seismic Toss
WIGGLYTUFF L100	Sing, Disable, Strength, hyper Beam
ZUBAT L100	Confuse Ray, Swift, Mega Drain, Haze
GOLBAT L100	Supersonic, Hyper Beam, Mega Drain, Haze
ODDISH L100	Petal Dance, Mega Drain, Stun Spore, Double-Edge
GLOOM L100	Petal Dance, Mega Drain, Stun Spore, Acid
VILEPLUME L100	Solarbeam, Mega Drain, Stun Spore, Acid
PARAS L100	Slash, Spore, Dig, Mega Drain
PARASECT L100	Slash, Spore, Growth, Mega Drain
VENONAT L100	Psychic, Mega Drain, Double-Edge, Toxic
VENOMOTH L100	Psychic, Mega Drain, Sleep Powder, Flash
DIGLETT L100	Earthquake, Fissure, Slash, Sand-Attack
DUGTRIO L100	Dig, Rock Slide, Growl, Sand-Attack
MEOWTH L100	Bubblebeam, Screech, Slash, Thunderbolt
PERSIAN L100	Hyper Beam, Screech, Bite, Thunder
PSYDUCK L100	Hydro Pump, Blizzard, Dig, Disable
GOLDDUCK L100	Bubblebeam, Ice Beam, Confusion, Disable
MANKEY L100	Submission, Thrash, Dig, Counter
PRIMEAPE L100	Low Kick, Thrash, Seismic Toss, Counter
GROWLITH L100	Flamethrower, Dig, Body Slam, Double Team
ARCANINE L100	Fire Blast, Dig, Leer, Agility
POLIWHAR L100	Hydro Pump, Blizzard, Psychic, Amnesia
POLIWHIRL L100	Surf, Ice Beam, Psychic, Amnesia
POLIWRATH L100	Bubblebeam, Submission, Hypnosis, Amnesia
ABRA L100	Psychic, Thunder Wave, Double Team, Body Slam
KADABRA L100	Psychic, Recover, Reflect, Dig
ALAKAZAM L100	Psybeam, Kinesis, Reflect, Hyper Beam
MACHOP L100	Submission, Body Slam, Seismic Toss, Focus Energy
MACHOKE L100	Submission, Dig, Seismic Toss, Focus Energy
MACHOP L100	Low Kick, Mega Punch, Leer, Focus Energy
BELLSPROUT L100	Razor Leaf, Toxic, Wrap, Double-Edge
WEEPINBELL L100	Razor Leaf, Mega Drain, Growth, Stun Spore
VICTREEBEL L100	Razor Leaf, Acid, Wrap, Sleep Powder
TENTACOOOL L100	Surf, Blizzard, Mega Drain, Toxic
TENTACRUEL L100	Bubblebeam, Wrap, Screech, Toxic
GEODUDE L100	Rock Slide, Earthquake, Seismic Toss, Fire Blast
GRAVELER L100	Rock Slide, Earthquake, Fire Blast, Metronome
GOLEM L100	Rock Throw, Dig, Defense Curl, Fire Blast
RHYDON L100	Fire Spin, Agility, Horn Drill, Toxic

RAPIDASH L100	Fire Blast, Stomp, Reflect, Tail Whip
SLOWBROKE L100	Surf, Psychic, Amnesia, Thunder Wave
SLOWBRO L100	Surf, Psychic, Disable, Mega Punch
MAGNUMITE L100	Thunderbolt, Thunder Wave, Swift, Flash
MAGNETON L100	Thunder, Thunder Wave, Flash, Supersonic
FARFETCH'D L100	Slash, Sand-Attack, Fly, Toxic
DODUO L100	Drill Peck, Body Slam, Reflect, Double Team
DODRIO L100	Tri Attack, Fly, Growl, Agility
SEEL L100	Surf, Blizzard, Body Slam, Double Team
DEWGONG L100	Aurora Beam, Surf, Headbutt, Horn Drill
GRIMER L100	Sludge, Body Slam, Thunderbolt, Acid Armor
MUK L100	Sludge, Fire Blast, Screech, Acid Armor
SHELLDER L100	Blizzard, Surf, Swift, Supersonic
CLOYSTER L100	Ice Beam, Bubblebeam, Clamp, Supersonic
GASTLY L100	Hypnosis, Psychic, Confuse Ray, Night Shade
HAUNTER L100	Hypnosis, Dream Eater, Confuse Ray, Psychic
GENGAR L100	Hypnosis, Dream Eater, Metronome, Night Shade
ONIX L100	Rock Slide, Earthquake, Fissure, Selfdestruct
DROWZEE L100	Hypnosis, Dream Eater, Seismic Toss, Psychic
HYPNO L100	Hypnosis, Poison Gas, Headbutt, Psychic
KRABBY L100	Surf, Body Slam, Guillotine, Blizzard
KINGLER L100	Crabhammer, Strength, Guillotine, Toxic
VOLTORB L100	Thunderbolt, Thunder Wave, Take Down, Reflect
ELECTRODE L100	Thunder, Thunder Wave, Swift, Flash
EXEGGCUTE L100	Leech Seed, Toxic, Psychic, Selfdestruct
EXEGGUTOR L100	Stomp, Sleep Powder, Psychic, Solarbeam
CUBONE L100	Bonemerang, Blizzard, Thrash, Focus Energy
MAROWAK L100	Bone Club, Headbutt, Thrash, Focus Energy
HITMONLEE L100	Rolling Kick, Jump Kick, Hi Jump Kick, Focus Energy
HITMONCHAN L100	Mega Punch, Fire Punch, Ice Punch, Thunderpunch
LICKITUNG L100	Body Slam, Thunder, Earthquake, Blizzard
KOFFING L100	Sludge, Thunder, Haze, Toxic
WEEZING L100	Sludge, Thunder, Haze, Mimic
RHYHORN L100	Body Slam, Earthquake, Rock Slide, Fissure
RHYDON L100	Horn Attack, Earthquake, Thunder, Fissure
CHANSEY L100	Egg Bomb, Rest, Metronome, Seismic Toss
TANGELA L100	Mega Drain, Solarbeam, Growth, Stun Spore
KANGASKHAN L100	Dizzy Punch, Rock Slide, Surf, Substitute
HORSEA L100	Hydro Pump, Ice Beam, Toxic, Smokescreen

SEADRA L100	Surf, Double-Edge, Toxic, Smokescreen
GOLDEEN L100	Surf, Horn Drill, Double Team, Agility
SEAKING L100	Waterfall, Horn Drill, Supersonic, Fury Attack
STARYU L100	Surf, Psychic, Minimize, Recover
STARYU L100	Bubblebeam, Thunder, Minimize, Recover
MR. MIME L100	Barrier, Light Screen, Psychic, Hyper Beam
SCYTHYER L100	Focus Energy, Hyper Beam, Swift, Double Team
JYNX L100	Lovely Kiss, Body Slam, Ice Punch, Psychic
ELECTABUZZ L100	Thunderpunch, Thunder Wave, Metronome, Reflect
MAGMAR L100	Fire Punch, Mega Punch, Confuse Ray, Psychic
PINSIR L100	Slash, Guillotine, Seismic Toss, Toxic
TAUROS L100	Stomp, Skull Bash, Bide, Fire Blast
MAGIKARP L100	Splash, Tackle
QYARADOS L100	Bubblebeam, Bite, Fire Blast, Leer
LARRAS L100	Bubblebeam, Mist, Sing, Ice Beam
DITTO L100	Transform
EEVEE L100	Double-Edge, Focus Energy, Sand-Attack, Quick Attack
VAPOREON L100	Hydro Pump, Acid Armor, Haze, Quick Attack
JOLTEON L100	Thunder, Pin Missile, Sand-Attack, Quick Attack
FLAREON L100	Fire Blast, Smog, Sand-Attack, Quick Attack
PORYGON L100	Psybeam, Tri Attack, Conversion, Recover
OMANYTE L100	Hydro Pump, Body Slam, Ice Beam, Toxic
OMASTAR L100	Surf, Spike Cannon, Horn Drill, Toxic
KABUTO L100	Surf, Blizzard, Slash, Double Team
KABUTOPS L100	Hydro Pump, Mega Kick, Ice Beam, Swords Dance
AERODACTYL L100	Bite, Supersonic, Fly, Fire Blast
SNORLAX L100	Take Down, Metronome, Rest, Bide
ARTICUNO L100	Ice Beam, Sky Attack, Mist, Agility
ZARDOS L100	Thunder, Sky Attack, Bide, Flash
MOLTRES L100	Fire Blast, Sky Attack, Agility, Reflect
DRATINI L100	Blizzard, Thunderbolt, Body Slam, Fire Blast
DRAGONAIR L100	Thunderbolt, Body Slam, Ice Beam, Fire Blast
DRAGONITE L100	Thunder, Wrap, Slam, Fire Blast





Basic Strategy Tips

For those of you who are new to the world of Pokémon battles, I've made a brief synopsis of battle tips that won't be immediately obvious to the layman. Experienced players can skip this section.



1. When your Pokémon is "seeded" with the Leech Seed attack, it will continually lose hit points that heal the opposing Pokémon. This will continue even after the opposing Pokémon that used "Leech Seed" on you in the first place is knocked out. The effect of seeding will end only if you switch out the seeded Pokémon.



2. Poison, paralyze, burn, ice, and sleep are all status effects that cannot be combined with each other. If a Pokémon is poisoned, it can't be paralyzed, etc. The status problems that CAN combine with these effects are Confusion and Leech Seed.

3. Poison and Leech Seed damage the affected Pokémon after every round. The only time the Pokémon doesn't take damage is in a turn where it completely knocks out the opposing Pokémon.



4. Although the Hyper Beam is powerful, it forces the Pokémon that delivers it to lose one turn immediately afterward to recharge.



5. You cannot hit a Pokémon that used Fly or Dig with anything except Swift. If both you and your opponent use Fly or Dig, the second

Pokémon to move will get the hit since the first Pokémon will have already returned to the surface.





Pokémon Stadium

VII. Battle Now!

If you've been chomping at the bit to see some 3-D Pokémon action, then start out in Battle Now! This feature allows either one player to compete against the computer or two players to compete against each other.



The catch is that you don't get to use your own Pokémon and the computer will randomly select both teams. Usually the computer's selection will consist of a

well-balanced team of different types of Pokémon, so you will get a quick indoctrination into the strengths and weaknesses of various Pokémon types. For example, one randomly selected team included Electabuzz, Pidgeot, Victreebell, Rapidash, Dewgong and Rhydon. You don't earn trophies or prizes for winning these battles, so you can basically view this arena as a practice stadium for novice Pokémon trainers.

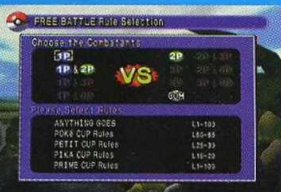


IX. Free Battle

Free Battle is one of the only areas in *Pokémon Stadium* where you can play with up to four players. You do not need four transfer



paks; all you need is four controllers. Through Free Battle you may select any Pokémon to participate on your team, even Pokémon that belong to other players. This means that all four players can select from one Game Boy pak; if Player One chooses his Mewtwo...screw that, you can choose his Mewtwo also! Another notable aspect of Free Battle is the Anything Goes battle mode, which adds the alternative of using more than one of the same Pokémon on your team. The different permutations of four-player action involve playing tag-team style, two against two. You can also choose to compete against the computer, but the largest team can only consist of two players against one. There's no four-player-against-one



VIII. Event Battle



If you're tired of hearing your friends claim that their Pikachu can kick your Pikachu's butt, load up on some pharmaceuticals in the Celadon Mart inside *Pokémon Red*, *Blue* or *Yellow* and tell them to bring

it on. Playing against a human opponent is much more challenging than any of the other battles—and even though you don't get a trophy for winning, you do get bragging rights, which is infinitely more satisfying. Unfortunately, the Event Battle will only accommodate two players...and both players must have a Transfer Pak connected to their controllers. The six Pokémon in each player's party are chosen to compete in one of four different battle modes: Petit Cup, Pika Cup, Poké Cup and Prime Cup. *Pokémon Stadium* will inform you if any of your Pokémon do not qualify to compete in the battle mode that was selected



(you can select to read the rules if you don't understand why your Pokémon was rejected). There's also an option to set Time Limits in Event Battle settings; these will limit how long the battle takes and how much time each trainer gets to choose their next move. Battle time can be set in increments of five minutes and ranges from five minutes to 90 minutes. The amount of time



granted to select your next move can be set in increments of 10 seconds and ranges between 10 and 90 seconds. If you don't want time constraints—and you think your opponent won't be an annoyingly indecisive player—you can turn off the time limits completely.

computer option, but that kind of play is just for lowdown dirty cowards, anyway. The computer is pretty much a "gimme" in this game since you choose its team of Pokémon.



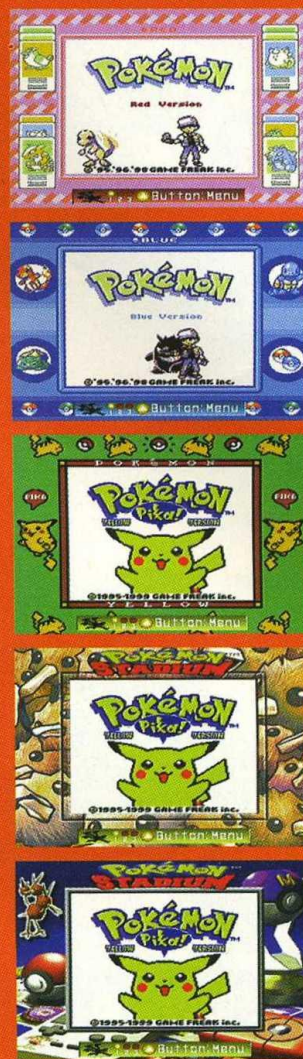
Pokémon Stadium



X. GB Tower

The most useful feature of *Pokémon Stadium* is the ability to play *Pokémon Red*, *Blue* or *Yellow* through the Transfer Pak on your television screen. Since you cannot earn experience in *Pokémon Stadium*, if you're having trouble beating a particular tournament, the easiest thing to do is go back to the GB Tower and level up your Pokémon. One minor thing to note is that even if your Pokémon Game Boy title is loaded into a transfer pak on a second, third or fourth player controller, you can control that game with the first player's controller. Since the transfer pak can make the controller a little heavy for long hours of play, it's easier to just leave the game in a different controller and play with the first player controller. There are three speeds of play available in the GB Tower. The first mode plays at the same speed as the regular Game Boy and uses a default background. If you earn four trophies in the Round 1 Poké

Cup or the Prime Cup tournament, the GB Tower will transform into the Doduo Tower. This second mode gives you the option to play at double the speed of the regular Game Boy and changes the background to Doduo Wallpaper. If you earn four trophies in the Poké Cup and the Prime Cup tournament, the Doduo Tower will transform into the Dodrio Tower. This third mode gives you the option to play at three times the regular speed and changes the background again. You can toggle between both the backgrounds and the speeds. Pressing the Z button will change the background, while pressing the C button will increase or decrease the speed of the game.



XI. Surfing Pikachu and Amnesia Psyduck

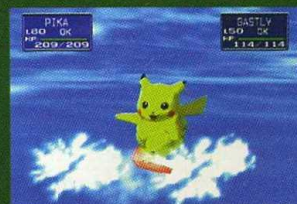
A. Surfing Pikachu

You can get Surfing Pikachu by defeating the Round 2 Prime Cup Master Ball tournament if you meet the following conditions:

1. You must use your own Pikachu from *Pokémon Red*, *Blue* or *Yellow*.
2. Pikachu must participate in every battle.
3. You cannot use any continues.
4. Do not have any rental or registered Pokémon in your party.

After you defeat the last trainer and get the Round 2 Master Ball trophy, a screen should come up with Pikachu and the option to teach it

Surf. If you own *Pokémon Yellow: Special Pikachu Edition* you can play the mini-game *Pikachu's Beach* at the Surfing Dude's house, which is located due south of Fuchsia City. If Pikachu knows Surf, as soon as you enter the home, Surfing Dude will ask if you want to go surf. Read the three posters hanging on the Surfing Dude's wall to get some tips on how to Surf. Use the control pad to make Pikachu do flips. Once Pikachu reaches the end of one run, his score will be tallied. Check out the Summer Beach printer in the corner of Surfing Dude's house to look at your high score. You can also print out the results if you own a Game Boy Printer.





Prime Cup Tournament-Round 2

Level 1-100 (All Enemy Pokémon are level 100)

This is the essential tournament, the one you must win in order to have even a chance of earning the right to teach your Pikachu to Surf. The Prime Cup Tournament is open to all Pokémon, but since the enemy will always be at Level 100, it behooves you to have Pokémon that can contend at that level. The tournament has four parts: Poké Ball, Great

Ball, Ultra Ball and Master Ball. The same set of eight trainers will face you in each competition: Cueball, Judoboy, Gambler, Rocket, Lab Man, Cool ♀, Birdboy and Cool ♂. These trainers will use the same types of Pokémon throughout the different Balls. The following is a brief synopsis of their battle techniques.



• **Cueball**—He usually has a team that consists of bug-type Pokémon.



• **Judoboy**—He will use mostly fighting Pokémon. A signature move of all his Pokémon is Focus Energy; since each of his Pokémon normally does this in the beginning of a battle, you get a chance to get in a hit before him.



• **Gambler**—He depends on the luck of the draw; Metronome, Guillotine, Horn Drill and Fissure are his typical moves. Metronome is like roulette; the Pokémon that uses it will have a chance to use any of all the possible moves of any Pokémon, even moves that do not match its type. The problem is that you never know what will come up. Guillotine, Horn Drill and Fissure are highly inaccurate attacks that usually miss about 70% of the time. If they connect, Gambler gets a huge payoff with a one-hit KO against any Pokémon. Gambler will use Body Slam, Thunder Wave or Glare to paralyze your Pokémon first to increase his chances of getting a hit.



• **Rocket**—He uses typical Team Rocket Pokémon: poisonous and rock-types.



• **Lab Man**—He has some of the more unusual Pokémon, like Porygon, Ditto and fossil types. Ditto is easily defeated if you make it transform into one of your weaker Pokémon.



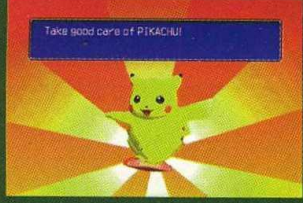
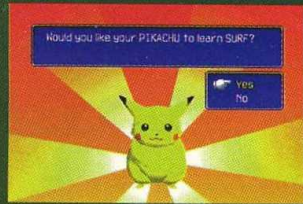
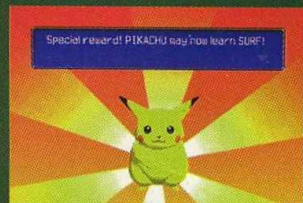
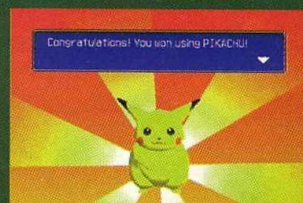
• **Cool ♀**—Uses a combination of grass-type and water-type Pokémon.



• **Birdboy**—All of his Pokémon can fly, so electric-type Pokémon work well against him. Watch out for Fly; bear in mind that if two Pokémon use Fly against each other, the second one to move will get the hit. He's dangerous in the Great Ball and the Master Ball because of his Zapdos, which is a flying Pokémon that's strong against electric attacks.



• **Cool ♂**—The only ball where he doesn't use all fully evolved Pokémon is in the Poké Ball. He will always have six different types of Pokémon, so watch your types and switch out any Pokémon with a weakness. In the Master Ball he'll have two Pokémon that can heal themselves; Mew has Softboiled and Starmie has Recover. Make sure one of your Pokémon also knows a healing technique.



Pokémon Stadium



1. Poké Ball

Cueball

Magikarp, Caterpie, Squirtle, Weedle, Growlithe, Charmander

Judoboy

Machop, Nidoran ♂, Beedrill, Rattata, Eevee, Cubone

Gambler

Geodude, Magmar, Clefairy, Abra, Drowzee, Mr. Mime

Rocket

Ekans, Graveler, Grimer, Nidoran ♀, Horsea, Goldeen

Lab Man

Jigglypuff, Pikachu, Oddish, Tentacool, Meowth, Dratini

Cool ♀

Paras, Bulbasaur, Bellsprout, Magnetite, Psyduck, Poliwhag

Semifinal: Birdboy

Articuno, Zubat, Pidgey, Spearow, Doduo, Butterfree

Final Battle: Cool ♂

Vulpix, Seel, Voltorb, Sandshrew, Ditto, Koffing

2. Great Ball

Cueball

Venonat, Metapod, Kakuna, Charmeleon, Wartortle, Krabby

Judoboy

Hitmonchan, Mankey, Machoke, Hitmonlee, Raticate, Nidorino

Gambler

Lickitung, Kingler, Diglett, Seaking, Poliwhirl, Nidorino

Rocket

Kabuto, Omantye, Golem, Rhyhorn, Onix, Muk

Lab Man

Dragonair, Tangela, Weepinbell, Arbok, Ponyta, Shellder

Cool ♀

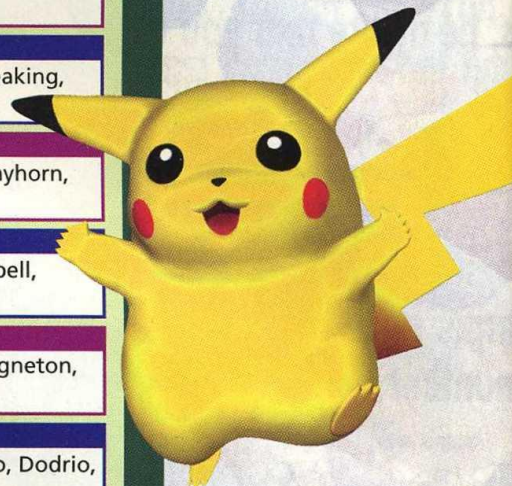
Gloom, Parasect, Ivysaur, Magnetron, Golduck, Seadra

Semifinal: Birdboy

Zapdos, Farfetch'd, Pidgeotto, Dodrio, Venomoth, Gastly

Final Battle: Cool ♂

Ninetales, Gyarados, Raichu, Sand-slash, Jynx, Persian



3. Ultra Ball

Cueball

Beedrill, Parasect, Arcanine, Omastar, Blastoise, Pinsir

Judoboy

Primeape, Machamp, Scyther, Nidoking, Marowak, Poliwrath

Gambler

Kadabra, Staryu, Slowpoke, Hypno, Wigglytuff, Exeggutor

Rocket

Weezing, Rhydon, Clefable, Tentacruel, Dewgong, Cloyster

Lab Man

Chansey, Porygon, Alakazam, Starmie, Snorlax, Exeggutor

Cool ♀

Vileplume, Victreebell, Venusaur, Electabuzz, Slowbro, Kabutops

Semifinal: Birdboy

Moltres, Fearow, Pidgeot, Golbat, Aerodactyl, Haunter

Final Battle: Cool ♂

Electrode, Gengar, Lapras, Dragonite, Charizard, Dugtrio

4. Master Ball

Cueball

Scyther, Ninetales, Cloyster, Jynx, Raticate, Fearow

Judoboy

Machamp, Pinsir, Hitmonlee, Flareon, Vaporeon, Jolteon

Gambler

Tauros, Rapidash, Dugtrio, Dragonite, Arbok, Nidoqueen

Rocket

Nidoking, Golem, Slowbro, Sandslash, Vaporeon, Weezing





Victory Palace and B. Amnesia Psyduck

Professor Oak will give you Amnesia Psyduck as a prize if you get all 151 Pokémon into the Hall of Fame, showcased inside the Victory Palace. If you're concerned about the 151st character, don't worry. Mew will be available for rent, but only in



the Round 2 Prime Cup Tournament. The only Pokémon you cannot rent in *Pokémon Stadium* is Mewtwo, but it can be caught in all the Game Boy Pokémon titles. For those few of you who haven't learned this already:

Mewtwo is in the unknown dungeon, a cave that lies to the west of Cerulean City. This cave will not be accessible until after you have defeated the Elite Four and Gary—and you will need at least one Pokémon that knows Surf, since the cave can only be accessed by surfing. When you find Mewtwo, instantly use the Master Ball you obtained at Silph Co. in Saffron City. If you don't have the Master

Ball, don't worry; Mewtwo can still be caught if you're armed with sleep attacks and a huge cache of Ultra Balls. Getting all your Pokémon into the Hall of Fame is arduous, but not impossible. I found that the easiest way was to use Mewtwo (or your strongest Pokémon) and five other Pokémon in rotation to continually beat the Round 1 Prime Cup Master Ball tournament. The only time you would need to play in Round 2 to get a Pokémon into the Hall of Fame is if you don't own a Mew, because the only area of *Pokémon Stadium* where Mew can be rented is in the Round 2 Prime Cup. You can also get into the Hall of Fame by beating the Poké Cup Master Ball tournament, the Pika Cup, the Petit Cup or Gym Leader Castle.



POKÉMON
PRESENT



Lab Man

Tentacruel, Ditto, Gengar, Rapidash, Kabutops, Electabuzz

Cool ♀

Venusaur, Victreebell, Lapras, Electrode, Alakazam, Snorlax

Semifinal: Birdboy

Articuno, Moltres, Zapdos, Charizard, Gyarados, Aerodactyl

Final Battle: Cool ♂

Mew, Starmie, Exeggutor, Tauros, Rhydon, Jolteon





XII. Gym Leader Castle Round 2

Note: All enemy Pokémon are the same level as the highest level Pokémon in your party...unless none of your Pokémon are over level 50. In that case, all the enemy Pokémon will be at level 50.

The Gym Leader Castle is set up with the exact same line-up as in Round 1, with the same three trainers and Gym Leaders facing you at each Gym. Each Gym Leader specializes in a certain Pokémon type; once you defeat the eight leaders, you'll face the Elite Four and your Rival a second

time. The main difference in the Round 2 Gym Leader Castle is that all the trainers have new and stronger kinds of Pokémon. Once a Gym is open, you never have to fight through it again, so you can gain an advantage by selecting new Pokémon for each new Gym you enter.

1. Pewter Gym



Bug Boy

Pokémon: Paras, Rattata, Spearow, Pidgeotto, Beedrill, Butterfree



Lad

Pokémon: Ivysaur, Arbok, Zubat, Gloom, Exeggcute, Venonat



Jr. ♂

Pokémon: Farfetch'd, Diglett, Pidgeot, Kabutops, Sandshrew, Graveler



Gym Leader: Brock

Pokémon: Onix, Golbat, Golem, Ninetales, Dugtrio, Omastar

Brock specializes in Rock-type Pokémon, which are weak against Water, Grass, Fighting and Ground-type attacks.

2. Cerulean Gym



Fisher

Pokémon: Wartortle, Poliwhirl, Diglett, Cloyster, Seaking, Eevee



Jr. ♀

Pokémon: Pidgeotto, Seadra, Kadabra, Electrode, Dugtrio, Clefairy



Swimmer

Pokémon: Tentacruel, Horsea, Wartortle, Primeape, Wigglytuff, Poliwrath



Gym Leader: Misty

Pokémon: Starmie, Exeggutor, Seadra, Dugtrio, Blastoise, Dewgong

Misty specializes in Water-type Pokémon, which are weak against Electric and Grass-type attacks.

3. Vermilion Gym



Sailor

Pokémon: Machoke, Fearow, Kingler, Slowbro, Primeape, Golduck



Rocker

Pokémon: Porygon, Golbat, Electrode, Raichu, Kangaskhan, Magnetron



Old Man

Pokémon: Victreebell, Arcanine, Charmeleon, Parasect, Persian, Butterfree



Gym Leader: Surge

Pokémon: Raichu, Tangela, Poliwrath, Lickitung, Electabuzz, Electrode

Surge specializes in Electric-type Pokémon, which are weak against Ground-type attacks.

4. Celadon Gym



Lass

Pokémon: Dragonair, Wigglytuff, Farfetch'd, Dugtrio, Vileplume, Raticate



Beauty

Pokémon: Starmie, Seaking, Dodrio, Pidgeot, Rhydon, Aerodactyl



Cool ♀

Pokémon: Marowak, Chansey, Parasect, Nidoqueen, Nidoking, Lickitung



Gym Leader: Erika

Pokémon: Vileplume, Clefable, Tangela, Dewgong, Victreebell, Exeggutor

Erika specializes in Grass-type Pokémon, which are weak against Fire, Ice, Poison, Flying and Bug-type attacks.

5. Fuchsia Gym



Juggler

Pokémon: Clefable, Slowbro, Electabuzz, Alakazam, Mr. Mime, Electrode



Tamer

Pokémon: Kingler, Sandslash, Scyther, Victreebell, Machop, Persian



Biker

Pokémon: Kabutops, Muk, Ditto, Weezing, Jynx, Tentacruel



Gym Leader: Koga

Pokémon: Venomoth, Muk, Weezing, Hypno, Tangela, Parasect

Koga specializes in Poison-type Pokémon, which are weak against Ground, Psychic and Bug-type attacks.

6. Saffron Gym



Cueball

Pokémon: Poliwrath, Primeape, Dewgong, Sandslash, Aerodactyl, Rhydon



Burglar

Pokémon: Ninetales, Weezing, Arcanine, Clefable, Machop, Rapidash



Medium

Pokémon: Lapras, Magmar, Gengar, Golbat, Lickitung, Tentacruel



Gym Leader: Sabrina

Pokémon: Alakazam, Snorlax, Mr. Mime, Hypno, Exeggutor, Wigglytuff

Sabrina specializes in Psychic-type Pokémon, which are weak against Bug-type attacks.





Pokémon Stadium

7. Cinnabar Gym



Judoboy

Pokémon: Marowak, Primeape, Raticate, Nidoking, Scyther, Machop



Nerd

Pokémon: Electrode, Gengar, Golem, Exeggutor, Muk, Cloyster



Psychic

Pokémon: Slowbro, Alakazam, Poliwrath, Starmie, Jynx, Magnetron



Gym Leader: Blaine

Pokémon: Charizard, Magmar, Rapidash, Chansey, Tangela, Parasect

Blaine specializes in Fire-type Pokémon, which are weak against Water, Ground and Rock-type attacks.

8. Viridian Gym



Rocket

Pokémon: Golbat, Raticate, Persian, Kangaskhan, Dodrio, Parasect



Lab Man

Pokémon: Kabutops, Magnetron, Fearow, Hitmonchan, Poliwrath, Lickitung



Cool ♂

Pokémon: Omastar, Dodrio, Tentacruel, Clefable, Zapdos, Pinsir



Gym Leader: Giovanni

Pokémon: Persian, Tauros, Nidoqueen, Nidoking, Gengar, Moltres

Giovanni's lineup has three Poison-type Pokémon, which are weak against Ground, Bug and Psychic-type attacks.

9. Elite Four



Lorelei

Pokémon: Wigglytuff, Cloyster, Exeggutor, Starmie, Omastar, Articuno

Lorelei specializes in Ice-type Pokémon, which are weak against Fire, Fighting and Rock-type attacks.



Bruno

Pokémon: Clefable, Muk, Hitmonlee, Machop, Slowbro, Rhydon

Bruno specializes in Fighting-type Pokémon, which are weak against Flying and Psychic-type attacks.



Agatha

Pokémon: Jynx, Alakazam, Arbok, Gyarados, Venusaur, Gengar

Agatha specializes in Ghost-type Pokémon, which are weak against Ghost-type attacks. However, Arbok, Venusaur and Gengar are all weak against Psychic-type attacks, while Jynx and Alakazam are strong against them. Use Psychic and Bug-type attacks to take care of her whole crew.



Lance

Pokémon: Gyarados, Electabuzz, Charizard, Dragonite, Kangaskhan, Lapras

Lance specializes in Dragon-type Pokémon, which are weak against Ice and Dragon-type attacks.



Rival

Pokémon: Blastoise, Alakazam, Exeggutor, Magnetron, Arcanine, Sandslash

Your Rival has a diverse assortment of Pokémon, with Water, Psychic, Grass, Electric, Fire and Ground-types rounding out his team. You can take care of Sandslash, Exeggutor and Arcanine with Water and Ice attacks, take out Exeggutor with Fire-attacks, Blastoise with Electric-attacks and Magnetron with Ground-type attacks.

Once you defeat your Rival you'll once again receive a Pokémon Present from Professor Oak that consists of Pokémon that you needed to choose in *Pokémon Red, Blue or Yellow*—Bulbasaur, Charmander, Squirtle, Hitmonlee, Hitmonchan, Eevee, Omanyte and Kabuto.

XIII. Round Two Tournaments

The remaining Round 2 Tournaments are the Petit, Pika and Poké Cups. The Poké Cup consists of four sub-tournaments; Poké Ball, Great Ball, Ultra Ball and Master Ball. The Petit and Pika Cups are for smaller, lower-level Pokémon, so the concentration is more on strategy than brute force. Each tournament has a set of eight trainers; for all the Balls in the Poké Cup, you face the same set of eight.

A. Poké Cup Round 2 (Level 50-55)

1. Poké Ball

Juggler

Pokémon: Hitmonlee L.52 (Fighting), Hitmonchan L.52 (Fighting), Graveler L.51 (Rock), Poliwhirl L.51 (Water), Abra L.52 (Psychic), Gastly L.51 (Ghost/Poison)

Juggler's Fighting and Poison-type Pokémon are weak against Psychic, while Poliwhirl is susceptible to Electric attacks.

Win: Boulder Badge

Biker

Pokémon: Koffing L.51 (Poison), Grimer L.51 (Poison), Machop L.52 (Fighting), Mankey L.53 (Fighting), Wigglytuff L.50 (Normal), Beedrill L.52 (Bug/Flying)

Biker has even more Fighting and Poison-type Pokémon. Use a strong Psychic, with a Fire or Electric-type to take care of Beedrill.

Win: Cascade Badge

Medium

Pokémon: Gastly L.50 (Ghost/Poison), Vulpix L.52 (Fire), Zubat L.53 (Poison/Flying), Lickitung L.50 (Normal), Butterfree (Bug/Flying), Seaking L.51 (Water)

Electric-type attacks will annihilate Butterfree, Zubat and Seaking; use a strong Ground-type attack to knock out Gastly and Vulpix.

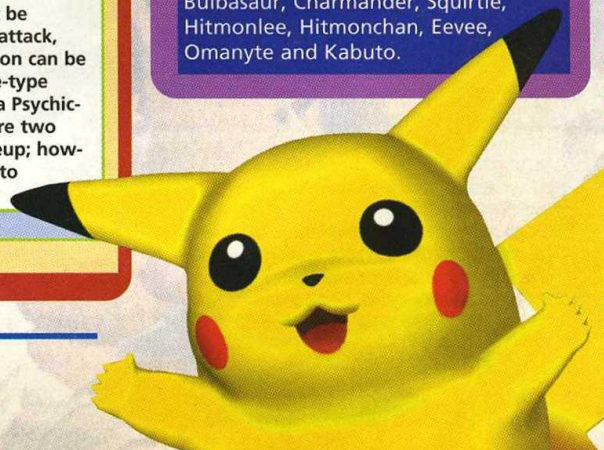
Win: Thunder Badge

Rocker

Pokémon: Voltorb L.52 (Thunder), Magnemite L.50 (Thunder), Pikachu L.53 (Thunder), Exeggutor L.50 (Grass/Psychic), Gloom L.51 (Grass/Poison), Ivysaur L.52 (Grass/Poison)

Ground-type Pokémon can't be touched by an Electric-type attack, while the Grass-type Pokémon can be burned to a crisp with a Fire-type attack. It's tempting to use a Psychic-type Pokémon since there are two Poison-types in Rocker's lineup; however, Exeggutor is resistant to Psychic-type attacks.

Win: Rainbow Badge



Pokémon Stadium



Old Man

Pokémon: Dragonair L.51 (Dragon), Farfetch'd L.52 (Normal/Flying), Persian L.50 (Normal), Marowak L.52 (Ground), Omastar L.50 (Rock/Water), Ditto L.53 (Normal)
Dragonair, Farfetch'd and Marowak are weak against Ice-type attacks; Omastar and Farfetch'd fear Electric-type attacks.

Win: Soul Badge

Beauty

Pokémon: Dewgong L.50 (Water/Ice), Seadra L.51 (Water), Seaking L.52 (Water), Graveler L.52 (Rock), Rhyhorn L.52 (Rock/Ground), Pidgeotto L.53 (Normal/Flying)
Dewgong, Seadra, Seaking and Pidgeotto are weak against Electric-type attacks. Use Water-type attacks in case you need to face Graveler and Rhyhorn. A strong Surfing Pikachu is ideal for this battle.

Win: Marsh Badge

Semifinal: Tamer

Pokémon: Cloyster L.51 (Water/Ice), Ninetales L.52 (Fire), Rapidash L.53 (Fire), Arbok L.52 (Poison), Tentacruel L.51 (Water/Poison), Dragonair L.50 (Dragon)

Tamer likes to combine Poison attacks with Wrap, Fire Spin and Clamp, which will completely immobilize your Pokémon while its health continually drains. The only way to break out of the attack is to switch out your Pokémon. Good Electric-type and Ground-type Pokémon work fairly well; also choose Pokémon with high Speed stats so you can get the first hit.

Win: Volcano Badge

Final Battle: Psychic

Pokémon: Abra L.54 (Psychic), Slowpoke L.50 (Water/Psychic), Exeggcute L.50 (Grass/Psychic), Drowzee L.51 (Psychic), Venomoth L.51 (Bug/Poison), Porygon L.50 (Normal)

Strong Bug-type attacks and Fire-type attacks will handle most of Psychic's team. Just in case you face Slowpoke, bring along an Electric-type or Grass-type Pokémon; make sure the Grass-type Pokémon's secondary type is NOT Poison.

Win: Earth Badge and Poké Ball trophy

2. Great Ball

Juggler

Pokémon: Gastly L.53 (Ghost/Poison), Haunter L.51 (Ghost/Poison), Gengar L.50 (Ghost/Poison), Drowzee L.52 (Psychic), Hypno L.50 (Psychic), Jynx L.52 (Psychic)

A good Psychic-type Pokémon will handle all three Ghost-types easily; keep a Fire-type or Bug-type handy for the Psychic and Ice-types.

Win: Boulder Badge

Biker

Pokémon: Arbok L.50 (Poison), Venomoth L.51 (Bug/Poison), Hitmonlee L.53 (Fighting), Hitmonchan L.53 (Fighting), Rapidash L.50 (Fire), Raticate L.51 (Normal)
Biker's Poison and Fighting-type Pokémon are weak against Psychic, while Rapidash is easily doused with a Water or Ground-type attack.

Win: Cascade Badge

Medium

Pokémon: Haunter L.51 (Ghost/Poison), Magmar L.51 (Fire), Zubat L.54 (Poison/Flying), Lickitung L.50 (Normal), Magnetron L.50 (Electric), Tentacruel L.51 (Water/Poison)
Once again, take care of the Poison-types with a Psychic Pokémon. The Electric and Fire-types can be knocked out with Ground-type attacks.

Win: Thunder Badge

Rocker

Pokémon: Magnetron L.50 (Electric), Electabuzz L.51 (Electric), Electrode L.53 (Electric), Parasect L.53 (Bug/Grass), Victreebel L.50 (Grass/Poison), Vileplume L.51 (Grass/Poison)
Fire-type attacks handle the Bugs and the Grass, Psychic-type attacks mow down the Poison-types and Ground-type Pokémon can't be touched by Electric-type attacks.

Win: Rainbow Badge

Old Man

Pokémon: Dragonair L.53 (Dragon), Charizard L.52 (Fire/Flying), Raichu L.51 (Electric), Scyther L.51 (Bug/Flying), Kangaskhan L.50 (Normal), Poliwrath L.50 (Water/Fighting)

The Dragon-type and Flying-type Pokémon can't stand Ice-type attacks, and the Water-type and Flying-type Pokémon will be knocked out with an Electric attack. Round out your team with a good Ground-type Pokémon to use against Raichu.

Win: Soul Badge

Beauty

Pokémon: Omastar L.50 (Rock/Water), Kingler L.50 (Water), Golduck L.51 (Water), Marowak L.52 (Ground), Onix L.53 (Rock/Ground), Fearow L.53 (Normal/Flying)
Use Electric types against the Water & Flying types and Ice or Water against the Ground types.

Win: Marsh Badge

Semifinal: Tamer

Pokémon: Raichu L.51 (Thunder), Magmar L.52 (Fire), Clefable L.51 (Normal), Seadra L.50 (Water), Pidgeot L.52 (Normal/Flying), Sandslash L.53 (Ground)

A good Ground-type is useful against Raichu and Magmar; if it also knows moves like Rock Slide, it will be effective against Pidgeot. Use a Water-type against Sandslash and Thunder-type against Seadra.

Win: Volcano Badge

Final Battle: Psychic

Pokémon: Mr. Mime L.51 (Psychic), Kadabra L.52 (Psychic), Exeggcute L.54 (Grass/Psychic), Slowpoke L.50 (Water/Psychic), Drowzee L.51 (Psychic), Clefable L.50 (Normal)
Bug-type attacks will be super effective against the Psychic's team as long as none of your Bugs has a secondary Poison-type.

Win: Earth Badge and Great Ball Trophy

3. Ultra Ball

Juggler

Pokémon: Snorlax L.50 (Normal), Chansey L.51 (Normal), Machop L.51 (Fighting), Primeape L.52 (Fighting), Golem L.52 (Rock), Poliwrath L.52 (Water/Fighting)

The three Fighting-type Pokémon will be weak against Psychic and Flying-type Pokémon.

Win: Boulder Badge

Biker

Pokémon: Muk L.50 (Poison), Nidoqueen L.50 (Poison/Ground), Primeape L.52 (Fighting), Machoke L.51 (Fighting), Pinsir L.53 (Bug), Seadra L.51 (Water)

The Poison and Fighting-type Pokémon are weak against Psychic; have a backup Pokémon that can use Electric and Fire-type attacks in case you face Pinsir and Seadra.

Win: Cascade Badge

Medium

Pokémon: Gengar L.51 (Ghost/Poison), Lapras L.50 (Water/Ice), Golbat L.53 (Poison/Flying), Ninetales L.52 (Fire), Magnetron L.51 (Electric), Aerodactyl L.52 (Rock/Flying)

The Flying and Water-type Pokémon are weak against Electric attacks, while the Fire and Electric-type can't hit a Ground-type Pokémon.

Win: Thunder Badge

Rocker

Pokémon: Jolteon L.51 (Electric), Electabuzz L.51 (Electric), Venusaur L.50 (Grass/Poison), Electrode L.53 (Electric), Vileplume L.52 (Grass/Poison), Tangela L.52 (Grass)

A good team of Ground and Psychic-type Pokémon can defeat Rocker easily.

Win: Rainbow Badge

Old Man

Pokémon: Dragonite L.55 (Dragon), Tauros L.50 (Normal), Moltres L.50 (Fire/Flying), Gyarados L.50 (Water/Flying), Magnetron L.50 (Electric), Rhydon L.50 (Rock/Ground)
An Ice-type is effective against the Dragon and Flying-types; a Ground-type will be strong against the Electric, Fire and Rock-types.

Win: Soul Badge



Pokémon Stadium

Beauty

Pokémon: Kabutops L.52 (Rock/Water), Blastoise L.50 (Water), Starmie L.51 (Water/Psychic), Golem L.53 (Rock), Sandslash L.52 (Ground), Dodrio L.51 (Normal/Flying)
The Water and Flying-types can't handle Electric attacks, and the Rock and Ground-types are weak against Water-types.

Win: Marsh Badge

Semifinal: Tamer

Pokémon: Tauros L.50 (Normal), Rapidash L.50 (Fire), Hitmonlee L.53 (Fighting), Persian L.51 (Normal), Raticate L.52 (Normal), Aerodactyl L.52 (Rock/Flying)

A good Fighting-type is effective against the Normal-types; Electric, Psychic and Water-type attacks handle the rest.

Win: Volcano Badge

Final Battle: Psychic

Pokémon: Mr. Mime L.50 (Psychic), Hypno L.50 (Psychic), Alakazam L.52 (Psychic), Slowbro L.50 (Water/Psychic), Jynx L.54 (Ice/Psychic), Chansey L.51 (Normal)

Strong Bug-type attacks will be effective against the Psychics. Once again, do not use any Poison-type Pokémon! Slowbro can be knocked out with Electric attacks, and Jynx is easily melted by a Fire-type Pokémon.

Win: Earth Badge and Ultra Ball Trophy

4. Master Ball

Juggler

Pokémon: Alakazam L.51 (Psychic), Kadabra L.53 (Psychic), Mr. Mime L.52 (Psychic), Electabuzz L.51 (Electric), Magmar L.51 (Fire), Clefable L.51 (Normal)

Don't worry too much about the Psychic lineup; Juggler only uses Metronome, so they're not guaranteed to use a Psychic-type attack against you. A good Bug-type and Ground-type team will work well.

Win: Boulder Badge

Biker

Pokémon: Weezing L.51 (Poison), Nidoking L.53 (Poison/Ground), Machop L.52 (Fighting), Poliwrath L.50 (Water/Fighting), Flareon L.52 (Fire), Kangaskhan L.51 (Normal)
Psychic-types are effective against the Poison and Fighting-types; a strong Water-type will do well against Flareon and Kangaskhan.

Win: Cascade Badge

Medium

Pokémon: Gengar L.50 (Ghost/Poison), Haunter L.51 (Ghost/Poison), Golbat L.53 (Poison/Flying), Magmar L.53 (Fire), Ninetales L.52 (Fire), Lapras L.50 (Water/Ice)

Use Psychic-types versus Poison-types, Ground-types or Water-types versus Fire and Electric-types against Water-types.

Win: Thunder Badge

Rocker

Pokémon: Zapdos L.50 (Electric/Flying), Jolteon L.53 (Electric), Raichu L.54 (Electric), Exeggcuter L.50 (Grass/Psychic), Tangela L.51 (Grass), Victreebell L.51 (Grass/Poison)
Zapdos may be a Flying-type, but he isn't hurt much by Electric-type attacks. Moves like Rock Slide will be best against him...and your Ground-type Pokémon should be excellent against Zapdos, Jolteon and Raichu. If you have a strong Pokémon that knows Ice and Fire-type attacks, you'll have no problems with Rocker.

Win: Rainbow Badge

Old Man

Pokémon: Dragonite L.55 (Dragon), Articuno L.50 (Ice/Flying), Arcanine L.50 (Fire), Pinsir L.50 (Bug), Electrode L.50 (Electric), Snorlax L.55 (Normal)
The best team to use against the Old Man is a strong trio of Ground, Fire and Ice-type Pokémon.

Win: Soul Badge

Beauty

Pokémon: Gyarados L.51 (Water/Flying), Tentacool L.52 (Water/Poison), Vaporeon L.50 (Water), Rhydon L.53 (Rock/Ground), Dugtrio L.51 (Ground), Aerodactyl L.51 (Rock/Flying)

Four of the Pokémon are either Flying or Water-types, which are both weak against Electric-type attacks. Make sure your Electric-type Pokémon is accompanied by a good Ice or Water-type in case you face Rhydon and Dugtrio.

Win: Marsh Badge

Semifinal: Tamer

Pokémon: Charizard L.52 (Fire/Flying), Venusaur L.51 (Grass/Poison), Kingler L.51 (Water), Scyther L.53 (Bug/Flying), Dugtrio L.51 (Ground), Persian L.51 (Normal)

Electric and Fire-type Pokémon are best to use against Tamer.

Win: Volcano Badge

Final Battle: Psychic

Pokémon: Alakazam L.51 (Psychic), Hypno L.51 (Psychic), Slowbro L.50 (Water/Psychic), Exeggutor L.51 (Grass/Psychic), Starmie L.52 (Water/Psychic), Jynx L.52 (Ice/Psychic)
Fire, Electric and Bug-type Pokémon are best to use against Psychic's team.

Win: Earth Badge and Master Ball Trophy

B. Petit Cup Round 2 (Level 25-30)

Bug Boy

Pokémon: Magikarp L.26 (Water), Caterpie L.26 (Bug), Ekans L.26 (Poison), Oddish L.26 (Grass/Poison), Bellsprout L.26 (Grass/Poison), Exeggcuter L.26 (Grass/Psychic)
Psychic and Fire-types will do fine against Bug Boy. Magikarp doesn't do much except a weak tackle, so it's not necessary to bring out your Electric-types.

Win: Boulder Badge

Lad

Pokémon: Pidgey L.26 (Normal/Flying), Weedle L.26 (Bug/Poison), Ditto L.26 (Normal), Bulbasaur L.27 (Grass/Poison), Paras L.26 (Bug/Grass), Zubat L.26 (Poison/Flying)

Psychic and Fire-types are once again the best team to use against Poison and Grass-types.

Win: Cascade Badge

Sailor

Pokémon: Krabby L.26 (Water), Horsea L.26 (Water), Rattata L.27 (Normal), Shellder L.26 (Water), Machop L.26 (Fighting), Nidoran ♂ (Poison)

Electric-types and Psychic-types will do well against Sailor's Water and Poison-type Pokémon.

Win: Thunder Badge

Nerd

Pokémon: Geodude L.25 (Rock), Gastly L.25 (Ghost/Poison), Voltorb L.25 (Electric), Shellder L.25 (Water), Koffing L.30 (Poison), Exeggcuter L.30 (Grass/Psychic)

Electric, Psychic, and Fire-types are the best team to use against Nerd.

Win: Rainbow Badge

Jr. ♀

Pokémon: Goldeen L.26 (Water), Spearow L.27 (Normal/Flying), Squirtle L.27 (Water), Nidoran ♀ (Poison), Poliwhg L.26 (Water), Jigglypuff L.27 (Normal)

Your Electric and Psychic-type Pokémon once again are the premiere team to use.

Win: Soul Badge

Jr. ♂

Pokémon: Clefairy L.25 (Normal), Magnemite L.25 (Electric), Abra L.25 (Psychic), Cubone L.30 (Ground), Growlithe L.25 (Fire), Charmander L.30 (Fire)

Use Ground and Water-type Pokémon for the battle against Jr. ♂.

Win: Marsh Badge

Semifinal: Lass

Pokémon: Kabuto L.30 (Rock/Water), Pikachu L.25 (Electric), Vulpix L.25 (Fire), Diglett L.25 (Ground), Meowth L.25 (Normal), Eevee L.30 (Normal)
Use Water-type Pokémon, with a good Electric-type to defeat Lass.

Win: Volcano Badge



Pokémon Stadium



Final Battle: Pknniac

Pokémon: Omanyte L.30 (Rock/Water), Farfetch'd L.25 (Flying), Dratini L.30 (Dragon), Sandshrew L.25 (Ground), Psyduck L.25 (Water), Voltorb L.25 (Electric)

You'll need a team of Pokémon that knows Electric, Ice, Ground and Water-type attacks to win the Petit Cup trophy.

Win: Earth Badge and Petit Cup trophy

C. Pika Cup Round 2 (Level 15-20)

Bug Boy

Pokémon: Butterfree L.16 (Bug/Flying), Ekans L.16 (Poison), Venonat L.16 (Bug/Poison), Scyther L.16 (Bug/Flying), Ivysaur L.16 (Grass/Poison), Farfetch'd L.16 (Normal/Flying)

Bug Boy's team of Flying and Poisonous Pokémon will be no match for your Psychic and Electric-types.

Win: Boulder Badge

Lad

Pokémon: Tangela L.16 (Grass), Wartortle L.16 (Water), Cubone L.18 (Ground), Poliwrath L.18 (Water/Fighting), Pidgeotto L.16 (Normal/Flying), Pinsir L.16 (Bug)

The Water and Flying-types are weak against Electric, while the Grass and Bug-types are weak against Fire. Be careful of Cubone, who is super effective against Electric and Fire. You may want to bring in a Water-type just in case.

Win: Cascade Badge

Swimmer

Pokémon: Fearow L.20 (Normal/Flying), Seadra L.17 (Water), Kingler L.15 (Water), Slowbro L.17 (Water/Psychic), Wigglytuff L.15 (Normal), Dewgong L.16 (Water/Ice)

A strong Electric-type takes care of all the Swimmer's Pokémon. You may be tempted to use a Grass-type, but beware of Dewgong's Ice Beam, which is super effective against Grass.

Win: Thunder Badge

Burglar

Pokémon: Ninetales L.18 (Fire), Onix L.17 (Rock/Ground), Tentacruel L.15 (Water/Poison), Drowzee L.15 (Psychic), Dugtrio L.18 (Ground), Nidoking L.17 (Poison/Ground)

One good Water-type Pokémon will douse Ninetales and erode Onix and Dugtrio. Use a strong Psychic-type Pokémon against Tentacruel and Nidoking.

Win: Rainbow Badge

Hiker

Pokémon: Mr. Mime L.15 (Psychic), Golduck L.15 (Water), Exeggutor L.20 (Grass/Psychic), Gengar L.20 (Ghost/Poison), Lickitung L.15 (Normal), Raticate L.20 (Normal)

Bug, Electric and Ice-types are all necessary to destroy Hiker's Pokémon.

Win: Soul Badge

Mr. Fix

Pokémon: Electrode L.15 (Thunder), Muk L.15 (Poison), Porygon L.20 (Normal), Charmeleon L.18 (Fire), Lapras L.17 (Water/Ice), Raichu L.17 (Electric)

Use a Ground-type, Psychic and Electric-type trio to defeat Mr. Fix's Pokémon.

Win: Marsh Badge

Semifinal: Lass

Pokémon: Gyarados L.20 (Water/Flying), Cloyster L.15 (Water/Ice), Arcanine L.20 (Fire), Rhydon L.15 (Rock/Ground), Jynx L.15 (Ice/Psychic), Clefable L.15 (Normal)

Win: Volcano Badge

Final Battle: Fisher

Pokémon: Dragonair L.20 (Dragon), Kangaskhan L.15 (Normal), Golem L.15 (Rock), Alakazam L.20 (Psychic), Machop L.15 (Fighting), Starmie L.15 (Water/Psychic)

Ice, Bug-type, Electric-type and Psychic-type Pokémon will be needed if you want to win the Pika Cup trophy. Also use status-affecting attacks like Toxic, Leech Seed or Thunder Wave to increase your chances.

Win: Earth Badge and Pika Cup trophy

D. Vs. Mewtwo Round 2

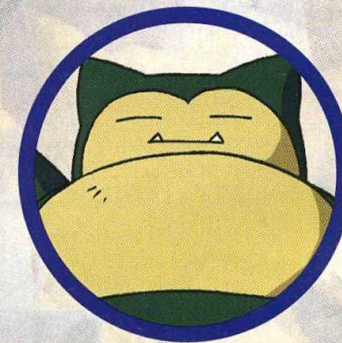


Once you completely finish *Pokémon Stadium's* Round 2 mode, you get another whack at Mewtwo.

Mewtwo's Thunderbolt technique from the Round 1 encounter has been replaced with Amnesia; it's a status increasing technique that drastically increases Mewtwo's Special rating while simultaneously increasing Mewtwo's resistance to Special attacks. Use your own Mewtwo against him, along with a high-level Ditto and a Mew that knows Transform. Although Mewtwo is powerful, remember that he only has a limited amount of PP, so once he runs out of attacks you can easily defeat him while he struggles. Round out your team with three strong Bug-type Pokémon that know status-affecting skills like Toxic or Thunder Wave and you'll take Mewtwo down a second time.

E. Bonus Stickers in the Gallery

After you completely finish Round 2, you can access 16 new wallpapers in the Gallery Mode. Move the selector over the "Print" option, then press and hold the **L + R** buttons. "Print" should change to "Bonus." When you select "Bonus," you'll be able to choose from 16 new wallpapers that you can print at a *Pokémon Snap!* station at your local Blockbuster Video store.





XIV. Kid's Club

The Kid's Club is the only area of *Pokémon Stadium* that supports four-player simultaneous play; you and three friends can compete in nine different mini-games, *Mario Party*-style. You can start playing right away in "Pick a Game" mode; however, if you want to keep score, "Who's the Best?" will

tabulate how many wins each player has. Under "Who's the Best?" you can set the amount of wins required to become the champion from 1 to 9.

If you play "Who's the Best?" on Hard mode against three computer-controlled opponents and win five consecutive games in a row, you'll be rewarded with Hyper mode. The easiest way to do this is to set the amount of wins required to nine, then intentionally lose four or five games in a row. This gives you the opportunity to choose the mini-games you want to play, since the player with the fewest amount of wins always gets to choose the next game. Pick the game you excel at and keep picking it until you win! If you're not very good at any of the games, you can always cheat in "Clefairstays" by writing down the arrow sequences. Even if you and a computer opponent tie for first place, you will still get Hyper mode as long as you don't lose any of the five consecutive games.



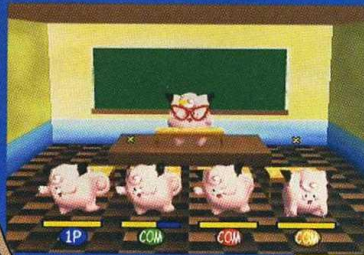
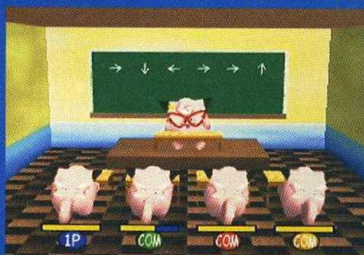
1. Magikarp's Splash



If you fished up a Magikarp or bought one in *Pokémon Red, Blue or Yellow* for the exorbitant sum of \$500, you

know that its first attack, Splash, is a completely useless and pointless maneuver that literally does nothing. Now Splash comes in handy to play a Mini-Game! All you have to do is bounce your Magikarp to see how many times you can hit it against a counter hanging above it. Holding the **A** button makes your Magikarp bounce higher. Tapping **A** makes your Magikarp bounce more quickly, but not high enough to hit the counter.

2. Clefairstays



Corporal punishment is alive and well in the Clefairstays classroom. This mini-game tests your memory, "Simon Says"-style. Arrows pointing in different

directions will appear on the blackboard, and you need to input the directions on the D-pad from memory. Your Clefairy will dance according to the directions you entered; if you made any errors, it gets a whack on the head from a mallet. The easiest way to remember the arrows is to sing along in your head in tune with the fruity song they dance to. "Left, Right, Up, Down..."



Pokémon Stadium



3. Run, Rattata, Run

This is fairly straightforward, but-ton-mashing action. Hit **A** as quickly as possible while avoiding the hurdles. Try to concentrate on what's coming up on the treadmill, so you're ready to leap right away. Focusing on just your own track helps prevent you from getting distracted by the constantly panning camera.



4. Snore War

Drowzees compete to see who can stay awake the longest. Watch the swinging pendulum carefully; when it hits the red mark in the center it will flash. Cast "Hypnosis" whenever you see the flash. The background is really distracting, so concentrate on the pendulum.



5. Thundering Dynamo



Pikachu and Electrode participate in this mini-game where you try to shock the other contestants before they shock you. Remember that **A** is blue and **B** is green; whenever the light flashes, press the button that corresponds to the color.

6. Sushi-Go-Round

This strange game involves using your Lickitung to run around and eat sushi revolving around a conveyor belt. The Japanese term for revolving sushi is "kaiten-zushi." Chefs continually make sushi as patrons pull plates off the belt. The goal of this mini-game is to rack up the biggest sushi bill. The best way to spend the most money is to eat multiple plates of the same sushi in a row; eat the most expensive plate and you could spend 5,000 yen. The sushi menu in Sushi-Go-Round doesn't identify the types of sushi, but resident sushi gourmet Anatole Brown determined their names by sight!



1,000 yen	Sea Urchin
600 yen	Salmon
350 yen	Shrimp
250 yen	Salmon roe
200 yen	Tuna roll
150 yen	Egg
50 yen	Cucumber roll
20 yen	Wasabi

7. Ekans' Hoop Hurl

Although Ekans would probably eat Diglett for supper in real life, this mini-game is good clean fun. Throw Ekans around a Diglett; if you get an Ekans around a gold colored Diglett it counts as two.



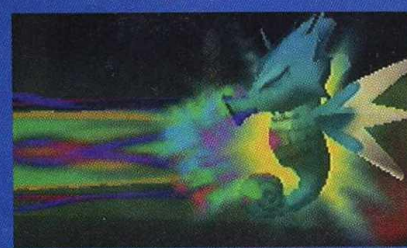
8. Rock Harden



Kakuna and Metapod participate. Press **A** to turn hard before the boulder falls so you don't get smushed. If you watch the shadows, you can see when to harden. If several boulders are falling close together, continue pressing **A** until they all pass.

9. Dig! Dig! Dig!

Sandshrew competes to see which one can hit the underground water pipeline first by hitting the **L** and **R** buttons. It's easier to accomplish if you look at the buttons instead of the screen.



CHARTS

1. HMs, TMs and Skills List

Hidden Machines

HM 1—Cut
HM 2—Fly
HM 3—Surf
HM 4—Strength
HM 5—Flash

Technical Machines

TM 01—Mega Punch
TM 02—Razor Wind
TM 03—Swords Dance

TM 04—Whirlwind
TM 05—Mega Kick
TM 06—Toxic
TM 07—Horn Drill
TM 08—Body Slam
TM 09—Take Down
TM 10—Double Edge
TM 11—Bubblebeam
TM 12—Water Gun
TM 13—Ice Beam
TM 14—Blizzard
TM 15—Hyper Beam

TM 16—Pay Day
TM 17—Submission
TM 18—Counter
TM 19—Seismic Toss
TM 20—Rage
TM 21—Mega Drain
TM 22—Solarbeam
TM 23—Dragon Rage
TM 24—Thunderbolt
TM 25—Thunder
TM 26—Earthquake
TM 27—Fissure

TM 28—Dig
TM 29—Psychic
TM 30—Teleport
TM 31—Mimic
TM 32—Double Team
TM 33—Reflect
TM 34—Bide
TM 35—Metronome
TM 36—Selfdestruct
TM 37—Egg Bomb
TM 38—Fire Blast
TM 39—Swift

TM 40—Skull Bash
TM 41—Softboiled
TM 42—Dream Eater
TM 43—Sky Attack
TM 44—Rest
TM 45—Thunder Wave
TM 46—Psywave
TM 47—Explosion
TM 48—Rock Slide
TM 49—Tri Attack
TM 50—Substitute

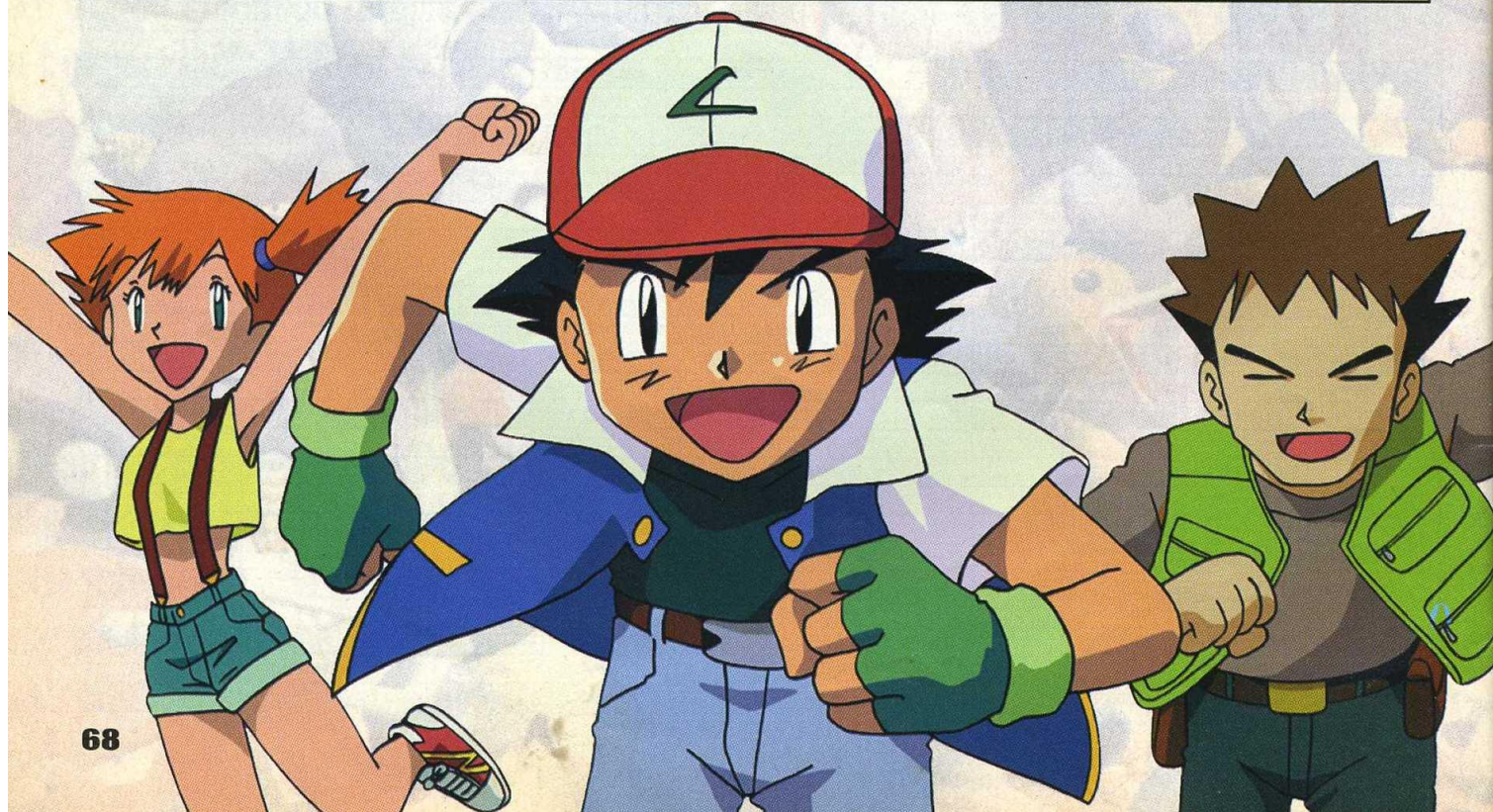
Skills List

Skill Name	Type	Accuracy	Power	TM/HM#	Description
Absorb	Grass	100%	20	--	It adds half the HP it drained from the target to the attacker's HP.
Acid	Poison	100%	40	--	Has a one-in-three chance of lowering the target's Defense.
Acid Armor	Poison	100%	--	--	Sharply increases the user's Defense.
Agility	Psychic	100%	--	--	A special technique that greatly boosts the user's Speed. Can be normally used up to three times.
Amnesia	Psychic	100%	--	--	Sharply raises the user's Special stat. Also increases protection against special attacks.
Aurora Beam	Ice	100%	65	--	Has a one-in-three chance of reducing the target's Attack power.
Barrage	Normal	85%	15	--	Several spheres are thrown consecutively at the target to inflict damage.
Barrier	Psychic	100%	--	--	Instantly forms a barrier between the user and the opponent. Defense is sharply increased.
Bide	Normal	100%	--	TM 34	User waits two to three turns, then deals damage two times damage received.
Bind	Normal	75%	15	--	Traps and squeezes the target over several turns. The target cannot move while under attack.
Bite	Normal	100%	60	--	A bite made using sharp fangs. This may cause the opponent to flinch, and it might not attack.
Blizzard	Ice	90%	120	TM 14	The strongest Ice-type attack. Has a one-in-ten chance of freezing the target solid.
Body Slam	Normal	100%	85	TM 8	Has a one-in-three chance of paralyzing the target if it connects.
Bone Club	Ground	85%	65	--	A physical attack using a bone as a club. If it connects, it may cause the target to flinch.
Bonemerang	Ground	90%	50	--	A boomerang made of bone is thrown to inflict damage twice -- on the way out and on its return.
Bubble	Water	100%	20	--	Has a one-in-three chance of reducing the target's Speed.
Bubblebeam	Water	100%	65	TM 11	Has a one-in-three chance of reducing the target's Speed.
Clamp	Water	75%	35	--	The target is gripped in the attacker's shell for two to five turns. It can't move while under attack.
Comet Punch	Normal	85%	18	--	Although each slap is weak, this attack hits the target two to five times in succession.
Confuse Ray	Ghost	100%	--	--	A sinister flash of light makes the target confused.
Confusion	Psychic	100%	50	--	Has a one-in-ten chance of leaving the target confused.
Constrict	Normal	100%	10	--	Has a one-in-three chance of reducing the target's Speed.
Conversion	Normal	100%	--	--	A special move that switches the user's elemental type to that of the target.
Counter	Fighting	100%	--	TM 18	Returns double damage back to target, but only if hit with a non-Special attack.
Crabhammer	Water	85%	90	--	
Cut	Normal	95%	50	HM 1	Also used for cutting small bushes to open new paths.
Defense Curl	Normal	100%	--	--	Raises the user's Defense. Can normally be used up to six times in a row.
Dig	Ground	100%	100	TM 28	The attacker digs underground in the first turn, then pops up in the next turn to attack.
Disable	Normal	55%	--	--	A technique that disables one of the target's moves. The disabled move can't be used until it wears off.
Dizzy Punch	Normal	55%	70	--	Normal attack; target sees chicks flying around their head.
Double-Edge	Normal	100%	100	TM 10	A charging tackle attack. One quarter of the damage it inflicts comes back to hurt the attacker.
Double Kick	Fighting	100%	30	--	As the name implies, it is actually two quick kicks in succession.
Doubleslap	Normal	85%	15	--	Although each slap is weak, this attack hits the target two to five times in succession.
Double Team	Normal	100%	--	TM 32	Creates illusory copies of the user. The copies disorient the enemy, reducing its accuracy.
Dragon Rage	Dragon	100%	--	TM 23	Does 40 points of damage regardless of target's type.
Dream Eater	Psychic	100%	100	TM 42	Only hits a sleeping target; user gains HP equal to damage dealt.
Drill Peck	Flying	100%	80	--	It is strong and highly likely to hit the target.
Earthquake	Ground	100%	100	TM 26	An attack that inflicts damage by shaking the ground. It is useless against Flying-type Pokémon.
Egg Bomb	Normal	75%	100	TM 37	
Ember	Fire	100%	40	--	Has a one-in-ten chance of leaving the target with a damaging burn.
Explosion	Normal	100%	340	TM 47	The most powerful attack of all. However, the attacker faints after using this move.
Fire Blast	Fire	85%	120	TM 38	The strongest Fire-type attack. Has a one-in-three chance of inflicting a burn on the target.
Fire Punch	Fire	100%	75	--	User has a one-in-ten chance of inflicting a burn on the target.
Fire Spin	Fire	70%	15	--	A Fire-type attack that lasts two to five turns. The target cannot move while surrounded by flames.
Fissure	Ground	30%	--	TM 27	A single-hit knockout attack.
Flamethrower	Fire	100%	95	--	Has a one-in-ten chance of leaving the target with a damaging burn.

Skill Name	Type	Accuracy	Power	TM/HM#	Description
Flash	Normal	70%	--	HM 5	Creates a brilliant flash of light that blinds the target. This technique reduces the opponent's accuracy.
Fly	Flying	95%	70	HM 2	The Pokémon flies high, then strikes in the next turn.
Focus Energy	Normal	100%	--	--	Raises the likelihood of nailing the opponent's weak spot for a critical hit.
Fury Attack	Normal	85%	15	--	The Pokémon rapidly jabs at its opponent several times.
Fury Swipes	Normal	80%	18	--	The target is scratched by sharp claws two to five times in quick succession.
Glare	Normal	75%	--	--	The target is transfixed with a terrifying sharp eye. The target is frightened into paralysis.
Growl	Normal	100%	--	--	A technique that lowers the target's Attack power. Can normally be used up to six times.
Growth	Normal	100%	--	--	Raises Special to make special attacks stronger and enhance protection against special moves.
Guillotine	Normal	30%	--	--	A single-hit knockout attack.
Gust	Normal	100%	40	--	A powerful wind is generated by flapping wings.
Harden	Normal	100%	--	--	Raises the user's Defense.
Haze	Ice	100%	--	--	All status effects are eliminated.
Headbutt	Normal	100%	70	--	Has a one-in-three chance of making the target flinch if it connects.
Hi Jump Kick	Fighting	90%	85	--	If attack misses, the user receives 1/8 the amount of damage it would have dealt.
Horn Attack	Normal	100%	65	--	A sharp horn is driven hard into the target to inflict damage.
Horn Drill	Normal	30%	--	TM 7	A single-hit knockout attack. Learned only by Pokémon with a horn or horns.
Hydro Pump	Water	80%	120	--	The strongest Water-type attack. However, while it is powerful, it may miss the target.
Hyper Beam	Normal	90%	150	TM 15	An extremely powerful attack. The attacker becomes so tired, it has to rest the next turn.
Hyper Fang	Normal	90%	80	--	Has a one-in-ten chance of making the target flinch.
Hypnosis	Psychic	60%	--	--	The target is hypnotized into a deep sleep.
Ice Beam	Ice	100%	95	TM 13	Has a one-in-ten chance of freezing the target solid.
Ice Punch	Ice	100%	75	--	Has a one-in-ten chance of freezing the target solid.
Jump Kick	Fighting	95%	70	--	If attack misses, the user receives 1/8 the amount of damage it would have dealt.
Karate Chop	Fighting	100%	50	--	Often turns into a critical hit and inflicts double the damage.
Kinesis	Psychic	80%	--	--	Lowers the target's Accuracy.
Leech Life	Bug	100%	20	--	An HP-draining attack. It adds half the HP it drained from the target to the attacker's HP.
Leech Seed	Grass	90%	--	--	Plants a seed on the target Pokémon. The seed slowly drains the target's HP for the attacker.
Leer	Normal	100%	--	--	A technique that lowers the target's Defense. Useful against tough, armored Pokémon.
Lick	Ghost	100%	20	--	Has a one-in-three chance of leaving the target with paralysis.
Light Screen	Psychic	100%	--	--	Reduces damage from special attacks by about half.
Lovely Kiss	Normal	75%	--	--	A special move that puts the target to sleep with a big kiss. (Actually, the victim passes out.)
Low Kick	Fighting	90%	50	--	Has a one-in-three chance of making the target flinch if it connects.
Meditate	Psychic	100%	--	--	A special technique that boosts the user's Attack power. Can normally be used up to six times.
Mega Drain	Grass	100%	40	TM 21	User gains HP equal to 1/2 the amount of damage dealt.
Mega Kick	Normal	75%	120	TM 5	
Mega Punch	Normal	85%	80	TM 1	
Metronome	Normal	100%	--	TM 35	The user waggles its finger, triggering a move. There is no telling what will happen.
Mimic	Normal	100%	--	TM 31	User copies one of the target's techniques.
Minimize	Normal	100%	--	--	Reduces the user's size and makes it harder to hit. Can normally be used up to six times.
Mirror Move	Flying	100%	--	--	A move that strikes back with the opponent's last move.
Mist	Ice	100%	--	--	User is protected from attacks that lower stats.
Night Shade	Ghost	100%	--	--	Highly accurate, it inflicts damage regardless of the target's type.
Pay Day	Normal	100%	40	TM 16	A move that also nets money at the end of battle. How much depends on the attack frequency and level; one attack gains money equal to double the user's level.
Peck	Flying	100%	35	--	It is favored by Pokémon that have beaks and/or horns.
Petal Dance	Grass	100%	70	--	An attack that lasts two the three turns. Afterwards, the user becomes confused.
Pin Missile	Bug	85%	20	--	The target is hit two to five times.
Poison Gas	Poison	55%	--	--	A poisonous cloud of gas is forcefully expelled to poison the target.
Poisonpowder	Poison	75%	--	--	A technique that poisons the target. If poisoned, the victim loses HP steadily.
Poison Sting	Poison	100%	15	--	Has a one-in-five chance of leaving the target with the lingering effects of poison.
Pound	Normal	100%	40	--	Slightly stronger than Tackle.
Psybeam	Psychic	100%	65	--	Has one-in-ten chance of making the target confused.
Psywave	Psychic	80%	--	TM 46	A Psychic-type attack of varying intensity. It occasionally inflicts heavy damage.
Psychic	Psychic	100%	90	TM 29	Has a one-in-three chance of lowering the target's Special rating.
Quick Attack	Normal	100%	40	--	An attack that always strikes first, even if the user is paralyzed. If both Pokémon use this, the one with higher Speed attacks first.
Rage	Normal	100%	20	TM 20	A non-stop attack move. The user's Attack power increases every time it sustains damage.
Razor Leaf	Grass	95%	55	--	A Grass-type attack that sends sharp-edged leaves at the target. Likely to get a critical hit.
Razor Wind	Grass	75%	80	TM 2	User focuses energy, then releases it during the next turn.
Recover	Normal	100%	--	--	Restores HP by 1/2 of the user's maximum HP. Few Pokémon learn this technique on their own.
Reflect	Psychic	100%	--	TM 33	Reduces damage from physical attacks by about half.
Rest	Psychic	100%	--	TM 44	The user takes a nap to fully restore its HP and recover from any status abnormalities.
Roar	Normal	100%	--	--	A terrifying roar that drives wild Pokémon away. It is useful only in the wild.
Rock Slide	Rock	90%	75	TM 48	A Rock-type attack that hits the target with an avalanche of rocks and boulders.

Skill Name	Type	Accuracy	Power	TM/HM#	Description
Rock Throw	Rock	65%	50	--	As the name implies, a huge boulder is dropped on the target.
Rolling Kick	Fighting	85%	60	--	Has a one-in-three chance of causing the target to flinch.
Sand-Attack	Normal	100%	--	--	An attack in which sand is used to blind the target and reduce its attack accuracy.
Scratch	Normal	100%	40	--	Sharp claws are used to inflict damage on the target.
Screech	Normal	85%	--	--	A move that makes a horrible noise. It sharply reduces the target's defense.
Seismic Toss	Fighting	100%	--	TM 19	Throws the target with enough force to flip the world upside down.
Selfdestruct	Normal	100%	260	TM 36	The user explodes, inflicting damage on the enemy, then faints. Useless against Ghost-type.
Sharpen	Normal	100%	--	--	Raises the user's Attack power. The edges of the Pokémon are made harder for more impact.
Sing	Normal	55%	--	--	A soothing melody lulls the target to sleep.
Skull Bash	Normal	100%	100	TM 40	User retracts head, then bash their target during the next round.
Sky Attack	Flying	90%	140	TM 43	The strongest Flying-type attack. Energy is stored in the first turn, then fired the next turn.
Slam	Normal	75%	80	--	The attacker uses an appendage (e.g. tail) to slam the target hard.
Slash	Normal	100%	70	--	It has a high probability of a critical hit for inflicting double the damage.
Sleep Powder	Grass	75%	--	--	Induces sleep. A Pokémon will stay asleep for several turns if an item isn't used to wake it.
Sludge	Poison	100%	65	--	Has a fifty-fifty chance of poisoning the target.
Smog	Poison	70%	20	--	Smog is spewed as cloud. Has a fifty-fifty chance of poisoning the target.
Smokescreen	Normal	100%	--	--	Creates an obscuring cloud of smoke that reduces the enemy's accuracy.
Softboiled	Normal	100%	--	TM 41	User recovers half of its maximum HP.
Sonicboom	Normal	90%	--	--	It inflicts a set amount of damage regardless of the target's type.
Solarbeam	Grass	100%	120	TM 22	User draws in sunlight, then unleashes energy on the next turn.
Spike Cannon	Normal	90%	20	--	The target is hit two to five times.
Splash	Normal	100%	--	--	A move that involves only flopping and Splashing around in front of the opponent. It has no effect.
Spore	Grass	100%	--	--	Special spores are scattered from mushrooms. If the opponent inhales the spores, it will fall asleep.
Doubleslap	Normal	85%	15	--	Although each slap is weak, this attack hits the target two to five times in succession.
Double Team	Normal	100%	--	TM 32	Creates illusionary copies of the user. The copies disorient the enemy, reducing its accuracy.
Dragon Rage	Dragon	100%	--	TM 23	Does 40 points of damage regardless of target's type.
Dream Eater	Psychic	100%	100	TM 42	Only hits a sleeping target; user gains HP equal to damage dealt.
Drill Peck	Flying	100%	80	--	It is strong and highly likely to hit the target.
Earthquake	Ground	100%	100	TM 26	An attack that inflicts damage by shaking the ground. It is useless against Flying-type Pokémon.
Egg Bomb	Normal	75%	100	TM 37	
Ember	Fire	100%	40	--	Has a one-in-ten chance of leaving the target with a damaging burn.
Explosion	Normal	100%	340	TM 47	The most powerful attack of all. However, the attacker faints after using this move.
Fire Blast	Fire	85%	120	TM 38	The strongest Fire-type attack. Has a one-in-three chance of inflicting a burn on the target.
Fire Punch	Fire	100%	75	--	User has a one-in-ten chance of inflicting a burn on the target.
Fire Spin	Fire	70%	15	--	A Fire-type attack that lasts two to five turns. The target cannot move while surrounded by flames.
Fissure	Ground	30%	--	TM 27	A single-hit knockout attack.
Flamethrower	Fire	100%	95	--	Has a one-in-ten chance of leaving the target with a damaging burn.
Flash	Normal	70%	--	HM 5	Creates a brilliant flash of light that blinds the target. This technique reduces the opponent's accuracy.
Fly	Flying	95%	70	HM 2	The Pokémon flies high, then strikes in the next turn.
Focus Energy	Normal	100%	--	--	Raises the likelihood of nailing the opponent's weak spot for a critical hit.
Fury Attack	Normal	85%	15	--	The Pokémon rapidly jabs at its opponent several times.
Fury Swipes	Normal	80%	18	--	The target is scratched by sharp claws two to five times in quick succession.
Glare	Normal	75%	--	--	The target is transfixed with a terrifying sharp eye. The target is frightened into paralysis.
Growl	Normal	100%	--	--	A technique that lowers the target's Attack power. Can normally be used up to six times.
Growth	Normal	100%	--	--	Raises Special to make special attacks stronger and enhance protection against special moves.
Guillotine	Normal	30%	--	--	A single-hit knockout attack.
Gust	Normal	100%	40	--	A powerful wind is generated by flapping wings.
Harden	Normal	100%	--	--	Raises the user's Defense.
Haze	Ice	100%	--	--	All status effects are eliminated.
Headbutt	Normal	100%	70	--	Has a one-in-three chance of making the target flinch if it connects.
Hi Jump Kick	Fighting	90%	85	--	If attack misses, the user receives 1/8 the amount of damage it would have dealt.
Horn Attack	Normal	100%	65	--	A sharp horn is driven hard into the target to inflict damage.
Horn Drill	Normal	30%	--	TM 7	A single-hit knockout attack. Learned only by Pokémon with a horn or horns.
Hydro Pump	Water	80%	120	--	The strongest Water-type attack. However, while it is powerful, it may miss the target.
Hyper Beam	Normal	90%	150	TM 15	An extremely powerful attack. The attacker becomes so tired, it has to rest the next turn.
Hyper Fang	Normal	90%	80	--	Has a one-in-ten chance of making the target flinch.
Hypnosis	Psychic	60%	--	--	The target is hypnotized into a deep sleep.
Ice Beam	Ice	100%	95	TM 13	Has a one-in-ten chance of freezing the target solid.
Ice Punch	Ice	100%	75	--	Has a one-in-ten chance of freezing the target solid.
Jump Kick	Fighting	95%	70	--	If attack misses, the user receives 1/8 the amount of damage it would have dealt.
Karate Chop	Fighting	100%	50	--	Often turns into a critical hit and inflicts double the damage.
Kinesis	Psychic	80%	--	--	Lowers the target's Accuracy.
Leech Life	Bug	100%	20	--	An HP-draining attack. It adds half the HP it drained from the target to the attacker's HP.
Leech Seed	Grass	90%	--	--	Plants a seed on the target Pokémon. The seed slowly drains the target's HP for the attacker.
Leer	Normal	100%	--	--	A technique that lowers the target's Defense. Useful against tough, armored Pokémon.

Skill Name	Type	Accuracy	Power	TM/HM#	Description
Lick	Ghost	100%	20	--	Has a one-in-three chance of leaving the target with paralysis.
Light Screen	Psychic	100%	--	--	Reduces damage from special attacks by about half.
Lovely Kiss	Normal	75%	--	--	A special move that puts the target to sleep with a big kiss. (Actually, the victim passes out.)
Low Kick	Fighting	90%	50	--	Has a one-in-three chance of making the target flinch if it connects.
Meditate	Psychic	100%	--	--	A special technique that boosts the user's Attack power. Can normally be used up to six times.
Mega Drain	Grass	100%	40	TM 21	User gains HP equal to 1/2 the amount of damage dealt.
Stomp	Normal	100%	65	--	Has a one-in-three chance of making the target flinch if it connects.
Strength	Normal	100%	80	HM 4	A very powerful Normal-type attack. Also used for moving obstacles like boulders.
String Shot	Bug	95%	--	--	String are sprayed out and wrapped around the target to reduce its speed.
Struggle	Normal	100%	50	--	Used when Pokémon runs out of PP. Receives 1/4 of damage dealt.
Stun Spore	Grass	75%	--	--	A special move that causes paralysis. When paralyzed, the victim has a one-in-four chance of immobility.
Submission	Fighting	80%	80	TM 17	The strongest fighting attack. One quarter of the damage it inflicts comes back to hurt the attacker.
Substitute	Normal	100%	--	TM 50	User creates a clone with 1/4 of its own HP, clone protects the user until it is broken.
Super Fang	Normal	90%	--	--	Reduces the target's HP by half.
Supersonic	Normal	55%	--	--	Supersonic sound waves are used to confuse the target.
Surf	Water	100%	95	HM 3	The power of this technique is strong and highly accurate.
Swift	Normal	100%	60	TM 39	It is highly accurate, so it can be counted on to inflict damage.
Swords Dance	Normal	100%	--	TM 3	Sharply raises the user's Attack.
Tackle	Normal	95%	35	--	Many Pokémon know this attack right from the start.
Tail Whip	Normal	100%	--	--	A technique that lowers the target's Defense. Useful against tough, armored Pokémon.
Take Down	Normal	85%	90	TM 9	A charging attack. One quarter of the damage it inflicts comes back to hurt the attacker.
Teleport	Psychic	100%	--	TM 30	Teleports user away from battle; only works in the wild.
Thrash	Normal	100%	90	--	An attack that lasts two to three turns. Afterwards, the attacker becomes confused.
Thunder	Electric	70%	120	TM 25	The strongest of all Electric-type attacks. Has a one-in-ten chance of paralyzing the target.
Thunderbolt	Electric	100%	95	TM 24	Has a one-in-ten chance of paralyzing the target.
Thundershock	Electric	100%	40	--	Has a one-in-ten chance of paralyzing the target.
Thunder Wave	Electric	100%	--	TM 45	A special move that causes paralysis. When paralyzed, the victim has a one-in-four chance of immobility.
Toxic	Poison	85%	--	TM 6	A technique that badly poisons the target. The amount of damage from the poison increases every turn.
Transform	Normal	100%	--	--	Transforms the user into a copy of the target, including the type. All moves have only five PP each.
Tri Attack	Normal	100%	80	TM 49	
Twineedle	Bug	100%	25	--	An attack that strikes twice. The target may occasionally become poisoned.
Vice Grip	Normal	100%	55	--	
Vine Whip	Grass	100%	35	--	The Pokémon uses its cruel whips to strike the opponent; high chance of getting a critical hit.
Waterfall	Water	100%	80	--	
Water Gun	Water	100%	40	TM 12	Stronger than Bubble. Many Water-type Pokémon learn this move.
Whirlwind	Flying	100%	--	TM 4	Used to blow the target out of battle. Only works in the wild.
Wing Attack	Flying	100%	35	--	The attacking Pokémon spreads its wings and charges at the target.
Withdraw	Water	100%	--	--	Used mainly by Pokémon with shells. By withdrawing into the shell, Defense is increased.
Whirlwind	Normal	100%	--	--	Blows the target out of battle, but only in the wild.
Wrap	Normal	85%	15	--	Traps and squeezes the target over two to five turns. The target cannot move while under attack.



2. Pokédex



001: Bulbasaur

Type 1 Grass
Type 2 Poison
Height 2'04"
Weight 15.0 lbs.

Cups
Petit
Pika
Poké
Prime

"The bulb-like pouch on its back grows larger as it ages. The pouch is filled with numerous seeds."



002: Ivysaur

Type 1 Grass
Type 2 Poison
Height 3'03"
Weight 29.0 lbs.

Cups
Pika
Poké
Prime

"The bud on its back apparently draws energy from its body. The bud is said to open into a large flower when fully grown."



003: Venusaur

Type 1 Grass
Type 2 Poison
Height 6'07"
Weight 221.0 lbs.

Cups
Poké
Prime

"Absorbs solar energy as nutrition. When it is catching the sun's rays, it often remains quiet and still."



004: Charmander

Type 1 Fire
Height 2'00"
Weight 19.0 lbs.

Cups
Petit
Pika
Poké
Prime

"Even the newborns have flaming tails. Unfamiliar with fire, babies are said to accidentally burn themselves."



005: Charmeleon

Type 1 Fire
Height 3'07"
Weight 42.0 lbs.

Cups
Pika
Poké

"It appears to be very vicious. It attacks with razor-sharp claws and won't stop until the enemy is defeated."



006: Charizard

Type 1 Fire
Type 2 Flying
Height 5'07"
Weight 200.0 lbs.

Cups
Poké
Prime

"Its fiery breath reaches incredible temperatures. It can quickly melt glaciers weighing 10,000 tons."



007: Squirtle

Type 1 Water
Height 1'08"
Weight 20.0 lbs.

Cups
Petit
Pika
Poké

"It takes time for the shell to form and harden after hatching. It sprays foam powerfully from its mouth."



008: Wartortle

Type 1 Water
Height 3'03"
Weight 50.0 lbs.

Cups
Pika
Poké

"The tail is covered with a rich fur. It stores air in the fur before taking extended dives underwater."



009: Blastoise

Type 1 Water
Height 5'03"
Weight 189.0 lbs.

Cups
Poké
Prime

"It has spouts extending from its shell at the top. They spray water like cannons, hard enough to pierce concrete walls."



010: Caterpie

Type 1 Bug
Height 1'00"
Weight 6.0 lbs.

Cups
Petit
Pika
Poké
Prime

"It has large, eye-like patterns on its head as protection. They are used to frighten off enemies."



011: Metapod

Type 1 Bug
Height 2'04"
Weight 22.0 lbs.

Cups
Pika
Poké
Prime

"When it hardens, only the external shell is transformed. The inside remains tender."



012: Butterfree

Type 1 Bug
Type 2 Flying
Height 3'07"
Weight 71.0 lbs.

Cups
Pika
Poké

"Its wings are covered with poisonous dust. If you see one flapping its wings, be careful not to inhale any of the dust."



013: Weedle

Type 1 Bug
Type 2 Poison
Height 1'00"
Weight 7.0 lbs.

Cups
Petit
Pika
Poké

"A common sight in forests and grassy areas. Has a poison stinger on its head that may be used if you step on it."



014: Kakuna

Type 1 Bug
Type 2 Poison
Height 2'00"
Weight 22.0 lbs.

Cups
Pika
Poké

"Because it is virtually motionless, it may appear dead. Inside, however, a new body is being made."



015: Beedrill

Type 1 Bug
Type 2 Poison
Height 3'03"
Weight 65.0 lbs.

Cups
Pika
Poké
Prime

"Flies at high speeds and attacks with three stingers: one on its rear and one on each of its two forelegs. May appear in swarms."



016: Pidgey

Type 1 Normal
Type 2 Flying
Height 1'00"
Weight 4.0 lbs.

Cups
Petit
Pika
Poké

"If at all possible, it will try to avoid battles. Small or weak enemies are blown away by Whirlwind."



017: Pidgeotto

Type 1 Normal
Type 2 Flying
Height 3'07"
Weight 66.0 lbs.

Cups
Pika
Poké

"It builds its nest in the center of its large territory. It uses its powerfully-developed talons to swiftly snatch prey."



018: Pidgeot

Type 1 Normal
Type 2 Flying
Height 4'11"
Weight 87.0 lbs.

Cups
Poké
Prime

"Capable of flying incredibly quickly. In full flight, by the time its flapping is heard, it is long gone."



019: Rattata

Type 1 Normal
Height 1'00"
Weight 8.0 lbs.

Cups
Petit
Pika
Poké
Prime

"Scurries around quickly, searching for hard objects to gnaw. It appears to be jittery and unable to remain still."



020: Raticate

Type 1 Normal
Height 2'04"
Weight 41.0 lbs.

Cups
Pika
Poké
Prime

"If attacked, it sands up on its hind legs, bares its fangs and shrieks in an intimidating manner at its enemy."



021: Spearow

Type 1 Normal
Type 2 Flying
Height 1'00"
Weight 4.0 lbs.

Cups
Petit
Pika
Poké

"Its wings are short, so it can't fly a long distance. If it's not eating, it darts around in a hurry."

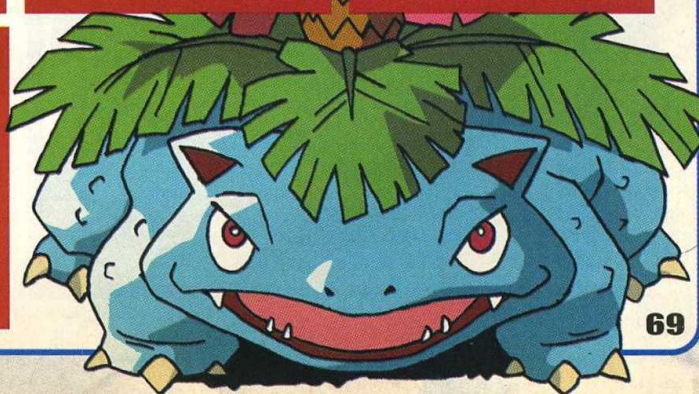


022: Fearow

Type 1 Normal
Type 2 Flying
Height 3'11"
Weight 84.0 lbs.

Cups
Pika
Poké
Prime

"A Pokémon that enjoys flying. It uses its broad wings to adroitly catch the wind to soar elegantly into the sky."



**023: Ekans**

Type 1 Poison
Height 6'07"
Weight 15.0 lbs.

Cups
 Petit
 Pika
 Poké

"Slithers silently through grass, searching for its favorite food—Pidgey and Spearow eggs."

**024: Arbok**

Type 1 Poison
Height 11'06"
Weight 143.0 lbs.

Cups
 Poké
 Prime

"It encounters an enemy, it raises its head, intimidating the opponent with the frightening pattern on its body."

**025: Pikachu**

Type 1 Electric
Height 1'04"
Weight 13.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Lives in forests away from people. It stores electricity in its cheeks for zapping an enemy if it is attacked."

**026: Raichu**

Type 1 Electric
Height 2'07"
Weight 66.0 lbs.

Cups
 Pika
 Poké
 Prime

"Its electrical attacks may reach 10,000 volts. It discharges electricity from its tail, so it is not harmed by its own power."

**027: Sandshrew**

Type 1 Ground
Height 2'00"
Weight 26.0 lbs.

Cups
 Petit
 Pika
 Poké

"When hunting, it hides at the lip of its burrow. If prey comes close, it lunges out and drags in the prey instantly."

**028: Sandslash**

Type 1 Ground
Height 3'03"
Weight 65.0 lbs.

Cups
 Poké
 Prime

"Curls into a ball of sharp spikes and rolls into enemies. It is also adept at slashing with its sharp claws."

**029: Nidoran**
(female)

Type 1 Poison
Height 1'04"
Weight 15.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Although small, it should be treated with caution because of its highly toxic thorns. The female has a small horn."

**030: Nidorina**

Type 1 Poison
Height 2'07"
Weight 44.0 lbs.

Cups
 Pika
 Poké
 Prime

"The female is usually docile. However, if it becomes enraged, it will attack wildly with bites and scratches."

**031: Nidoqueen**

Type 1 Poison
Type 2 Ground
Height 4'03"
Weight 132.0 lbs.

Cups
 Pika
 Poké
 Prime

"Its super-hard, needle-like scales stand up when excited. It uses its hefty bulk for performing powerful moves."

**032: Nidoran**
(male)

Type 1 Poison
Height 1'08"
Weight 20.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Its large ears sense danger. It extends its toxic spikes when angry. The size of its body thorns indicates its toxicity."

**033: Nidorino**

Type 1 Poison
Height 2'11"
Weight 43.0 lbs.

Cups
 Poké
 Prime

"Its horn is harder than diamond. If it punctures an enemy, it pumps powerful venom into the wound."

**034: Nidoking**

Type 1 Poison
Type 2 Ground
Height 4'07"
Weight 137.0 lbs.

Cups
 Pika
 Poké
 Prime

"Has a rock-hard hide that is worn like armor. The long horn on its head is sharp and highly venomous."

**035: Clefairy**

Type 1 Normal
Height 2'00"
Weight 17.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Because of its adorable nature, it is in high demand as a pet. However, it is rare and found only in limited areas."

**036: Clefable**

Type 1 Normal
Height 4'03"
Weight 88.0 lbs.

Cups
 Pika
 Poké
 Prime

"Its ears are very sensitive, so it does not like loud noises or busy places. Will not come out in front of people."

**037: Vulpix**

Type 1 Fire
Height 2'00"
Weight 22.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"A single, white-colored tail splits into six beautiful tails. As it grows older, it grows even more tails."

**038: Ninetales**

Type 1 Fire
Height 3'07"
Weight 44.0 lbs.

Cups
 Pika
 Poké
 Prime

"It is extremely vindictive. It is said to lay a 1,000-year long curse if its tail is pulled as a joke."

**039: Jigglypuff**

Type 1 Normal
Height 1'08"
Weight 12.0 lbs.

Cups
 Petit
 Pika
 Poké

"It mesmerizes with its large, round eyes and sings a soothing melody. Pokémon hearing this song fall asleep."

**040: Wigglytuff**
(Male)

Type 1 Normal
Height 3'03"
Weight 26.0 lbs.

Cups
 Pika
 Poké
 Prime

"Its soft and supple skin allows it to expand like a balloon. If it gets angry, it inhales and inflates itself steadily."

**041: Zubat**

Type 1 Poison
Type 2 Flying
Height 2'07"
Weight 17.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"It has neither eyes nor a nose. It emits ultrasonic cries that bounce back to its large ears, enabling it to fly safely."

**042: Golbat**

Type 1 Poison
Type 2 Flying
Height 5'03"
Weight 121.0 lbs.

Cups
 Poké
 Prime

"Bites its prey and feeds on the victim's energy. Its own blood type changes to that of its victim."

**043: Oddish**

Type 1 Grass
Type 2 Poison
Height 1'08"
Weight 12.0 lbs.

Cups
 Pika
 Poké

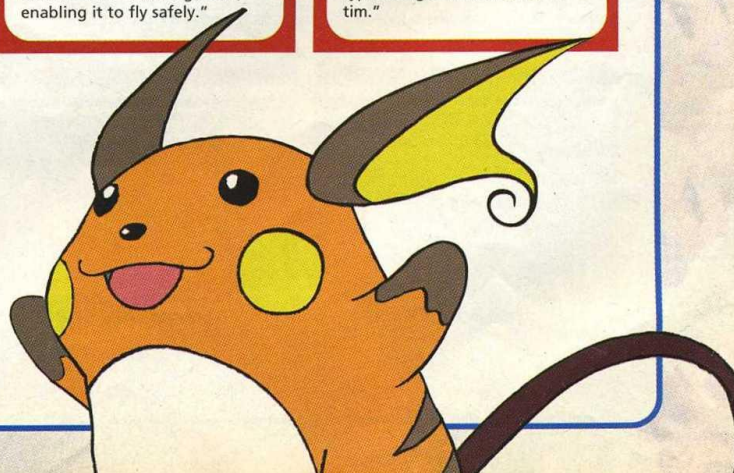
"Burrows underground in the day, exposing only its leaves. It is said to scream loudly if anyone tries to yank it out."

**044: Gloom**

Type 1 Grass
Type 2 Poison
Height 2'07"
Weight 19.0 lbs.

Cups
 Poké
 Prime

"The horrible-smelling pistil of this flower stinks over a mile away. Unwittingly inhaled, it can cause fainting."



**045: Vileplume**

Type 1 Grass
Type 2 Poison
Height 3'11"
Weight 41.0 lbs.

Cups
 Poké
 Prime

"Scatters allergy-causing pollen from its broad petals. The larger the petals, the more pollen is scattered."

**046: Paras**

Type 1 Bug
Type 2 Grass
Height 1'00"
Weight 12.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Grows by sucking nutrients from the roots of trees. The mushrooms on its back grow by drawing extracts from the bug host."

**047: Parasect**

Type 1 Bug
Type 2 Grass
Height 3'03"
Weight 465.0 lbs.

Cups
 Poké
 Prime

"The bug host is controlled by the mushrooms that scatter poisonous spores. The spores are sometimes used as medicine in China."

**048: Venonat**

Type 1 Bug
Type 2 Poison
Height 3'03"
Weight 66.0 lbs.

Cups
 Pika
 Poké
 Prime

"Uses its large, radar-like eyes to move around in darkness. It is instinctively attracted to light."

**049: Venomoth**

Type 1 Bug
Type 2 Poison
Height 4'11"
Weight 28.0 lbs.

Cups
 Poké
 Prime

"The powder on its wings is poisonous. It scatters the powder with every flap, so you may be poisoned if you are downwind."

**050: Diglett**

Type 1 Ground
Height 0'08"
Weight 2.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Its head pokes up approximately eight inches out of the ground. However, its real size remains a mystery to this day."

**051: Dugtrio**

Type 1 Ground
Height 2'04"
Weight 73.0 lbs.

Cups
 Poké
 Prime

"Diglett triplets that always travel together. Known to burrow more than 60 miles underground and trigger quakes."

**052: Meowth**

Type 1 Normal
Height 1'04"
Weight 9.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Sleeps in the daytime. At night, its eyes glow as it happily collects coins, its favorite things."

**053: Persian**

Type 1 Normal
Height 3'03"
Weight 71.0 lbs.

Cups
 Poké
 Prime

"It is highly regarded as a pet for its beautiful fur. However, it is extremely temperamental and difficult to keep."

**054: Psyduck**

Type 1 Water
Height 2'07"
Weight 43.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Appears unaware and totally vacant. However, if its chronic headache worsens, it starts exhibiting peculiar powers."

**055: Golduck**

Type 1 Water
Height 5'07"
Weight 169.0 lbs.

Cups
 Poké
 Prime

"Its webbed hands and feet make it a proficient swimmer. May be seen swimming elegantly at dusk in places like lakes."

**056: Mankey**

Type 1 Fighting
Height 1'08"
Weight 62.0 lbs.

Cups
 Pika
 Poké
 Prime

"Quick to anger, it will begin brawling on the slightest provocation. It is unsafe to approach as it is very nimble."

**057: Primeape**

Type 1 Fighting
Height 3'03"
Weight 71.0 lbs.

Cups
 Poké
 Prime

"When enraged, it gives chase endlessly. Because it is impossible to tell what made it angry, there is no soothing it."

**058: Growlithe**

Type 1 Fire
Height 2'04"
Weight 42.0 lbs.

Cups
 Petit
 Pika
 Poké

"Friendly and loyal, but also jealously protective of its territory. Carelessly approaching it may result in a bite."

**059: Arcanine**

Type 1 Fire
Height 6'03"
Weight 342.0 lbs.

Cups
 Pika
 Poké
 Prime

"A Pokémon whose beauty is legendary in China. It is said to run gracefully and lightly, as if it were flying."

**060: Poliwhag**

Type 1 Water
Height 2'00"
Weight 27.0 lbs.

Cups
 Petit
 Pika
 Poké

"The spiral on its belly is its internal organs seen through its thin skin. It is better at swimming than walking."

**061: Poliwhirl**

Type 1 Water
Height 3'03"
Weight 44.0 lbs.

Cups
 Pika
 Poké
 Prime

"Capable of living on land, but prefers to stay in water. If it is out of water, it sweats to keep its skin moist."

**062: Poliwrath**

Type 1 Water
Type 2 Fighting
Height 4'03"
Weight 119.0 lbs.

Cups
 Pika
 Poké
 Prime

"A strong swimmer, it is faster than a human champ in an individual medley. It can go far and fast with minimal breathing."

**063: Abra**

Type 1 Psychic
Height 2'11"
Weight 43.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Even while asleep, it can sense enemies approaching. It Teleports itself to a distant spot if there is any danger."

**064: Kadabra**

Type 1 Psychic
Height 4'03"
Weight 125.0 lbs.

Cups
 Pika
 Poké
 Prime

"When it uses psychic power, all its brain cells work in unison to generate powerful alpha waves."

**065: Alakazam**

Type 1 Psychic
Height 4'11"
Weight 106.0 lbs.

Cups
 Pika
 Poké
 Prime

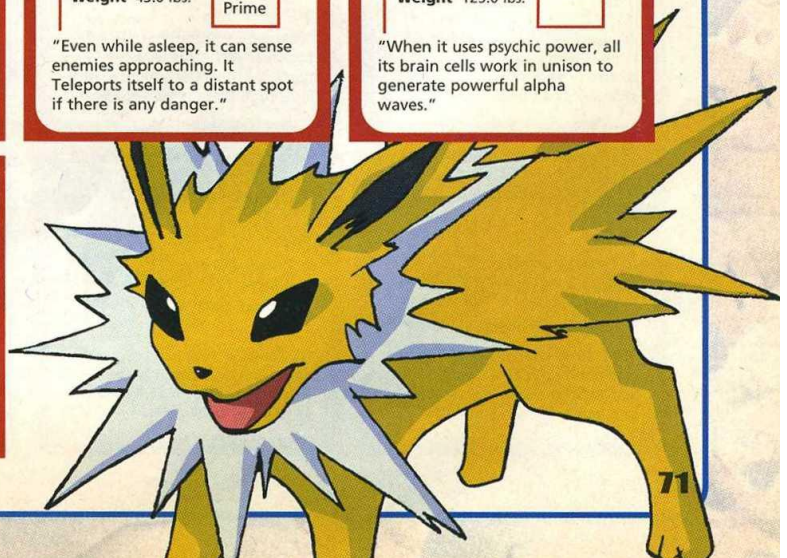
"A Pokémon that uses psychic power. It is highly intelligent and capable of instantly identifying its foe's weakness."

**066: Machop**

Type 1 Fighting
Height 2'07"
Weight 43.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Its whole body is covered with muscles, so it can raise bulges anywhere. It can throw a hundred adults."



**067: Machoke**

Type 1 Fighting
Height 4'11"
Weight 155.0 lbs.

Cups
Poké
Prime

"Although it is incredibly strong, it is always modest. It restrains its strength with a power-save belt."

**068: Machop**

Type 1 Fighting
Height 5'03"
Weight 287.0 lbs.

Cups
Poké
Prime

"Among its fighting moves is a simultaneous volley of an upper-cut, hook, straight and Karate Chop from its four arms."

**069: Bellsprout**

Type 1 Grass
Type 2 Poison
Height 2'04"
Weight 9.0 lbs.

Cups
Petit
Pika
Poké
Prime

"A kind of bug-eating plant that hunts small insects. It uses its roots as feet for walking."

**070: Weepinbell**

Type 1 Grass
Type 2 Poison
Height 3'03"
Weight 14.0 lbs.

Cups
Poké
Prime

"Armed with razor-sharp leaves, it uses toxic pollen to immobilize its enemy and melts the helpless foe with Acid."

**071: Victreebell**

Type 1 Grass
Type 2 Poison
Height 5'07"
Weight 34.0 lbs.

Cups
Poké
Prime

"Attracts prey with sweet-smelling honey. Its prey include bugs, naturally, and even large animals on occasion."

**072: Tentacool**

Type 1 Water
Type 2 Poison
Height 2'11"
Weight 100.0 lbs.

Cups
Poké
Prime

"Fires beams of light from its clear eyes. Floats around in shallow waters and may sting unwary anglers."

**073: Tentacruel**

Type 1 Water
Type 2 Poison
Height 5'03"
Weight 121.0 lbs.

Cups
Pika
Poké
Prime

"It has 80 tentacles. Once they wrap around an enemy, the tentacles will not release, no matter what."

**074: Geodude**

Type 1 Rock
Height 1'04"
Weight 44.0 lbs.

Cups
Petit
Pika
Poké
Prime

"When traveling uphill, if it encounters a raised step, it cleverly hoists itself up and over using its two arms."

**075: Graveler**

Type 1 Rock
Height 3'03"
Weight 232.0 lbs.

Cups
Poké
Prime

"Rolls on steep mountainous trails. It plows through grass, trees and anything else that gets in its way."

**076: Golem**

Type 1 Rock
Height 4'07"
Weight 662.0 lbs.

Cups
Poké
Prime

"Its body, which weighs over 660 pounds, is as hard as stone. It grows bigger by shedding its skin once a year."

**077: Ponyta**

Type 1 Fire
Height 3'03"
Weight 66.0 lbs.

Cups
Pika
Poké

"Capable of jumping over the Eiffel Tower in a single giant leap. Its hooves are ten times harder than diamonds."

**078: Rapidash**

Type 1 Fire
Height 5'07"
Weight 209.0 lbs.

Cups
Poké
Prime

"Unable to restrain itself from running after fast trains or cars. Capable of reaching 150 mph at full speed."

**079: Slowpoke**

Type 1 Water
Type 2 Psychic
Height 3'11"
Weight 79.0 lbs.

Cups
Pika
Poké

"A dopey Pokémon that remains in a daze except when fishing with its tail. Awake or asleep, there is little difference."

**080: Slowbro**

Type 1 Water
Type 2 Psychic
Height 5'03"
Weight 173.0 lbs.

Cups
Poké
Prime

"If its tail is bitten by a Shellder, Slowpoke evolves into Slowbro. The Shellder seems to like it crunchy tail."

**081: Magnetite**

Type 1 Electric
Height 1'00"
Weight 13.0 lbs.

Cups
Petit
Pika
Poké
Prime

"Appears as if out of nowhere. It floats using anti-gravity and discharges electricity from two side-mounted units."

**082: Magnetron**

Type 1 Electric
Height 3'03"
Weight 132.0 lbs.

Cups
Poké
Prime

"Formed by Magnetite that link together when the number of black spots on the sun increases. Fires high-voltage power, etc."

**083: Farfetch'd**

Type 1 Normal
Type 2 Flying
Height 2'07"
Weight 33.0 lbs.

Cups
Petit
Pika
Poké

"Always carries the stalk of an unidentified plant. The stalk is said to be used for making a nest or as a weapon."

**084: Doduo**

Type 1 Normal
Type 2 Flying
Height 4'07"
Weight 86.0 lbs.

Cups
Poké
Prime

"A Pokémon with two heads. More skilled at running than flying, it is capable of racing at speeds over 60 mph."

**085: Dodrio**

Type 1 Normal
Type 2 Flying
Height 5'11"
Weight 188.0 lbs.

Cups
Poké
Prime

"The three heads express joy, sorrow and anger as they plan strategy together. When it sleeps, one head remains awake."

**086: Seel**

Type 1 Water
Height 3'07"
Weight 198.0 lbs.

Cups
Pika
Poké

"It boasts a thick hide covered with light blue fur. It plows through ice floes even in water 40 degrees below 0."

**087: Dewgong**

Type 1 Water
Type 2 Ice
Height 5'07"
Weight 265.0 lbs.

Cups
Poké
Prime

"It stores thermal energy inside its pure white, fur-covered body. It swims in frigid water at eight knots."

**088: Grimer**

Type 1 Poison
Height 2'11"
Weight 66.0 lbs.

Cups
Poké
Prime

"Sludge that was transformed when exposed to X-rays from the moon. Loves sludge, industrial water and other refuse."

**089: Muk****Cups**

Type 1 Poison
Height 3'11"
Weight 66.0 lbs.

Poké
Prime

"Becomes indistinguishable if it hides in dirt. Touching its sludge-covered body causes horrible poisonings."

**090: Shellder****Cups**

Type 1 Water
Height 1'00"
Weight 9.0 lbs.

Petit
Pika
Poké
Prime

"Its shell is harder than diamond. It hides in sand on the sea floor and catches prey with its soft tongue."

**091: Cloyster****Cups**

Type 1 Water
Type 2 Ice
Height 4'11"
Weight 292.0 lbs.

Pika
Poké
Prime

"Its shell is so hard, it can even withstand a bomb. No one has ever seen what is inside its shell."

**092: Gastly****Cups**

Type 1 Ghost
Type 2 Poison
Height 4'03"
Weight 0.2 lbs.

Petit
Pika
Poké
Prime

"Made of a thin, gas-like substance that induces fainting if you get enshrouded in it. Will not appear if it is very windy."

**093: Haunter****Cups**

Type 1 Ghost
Type 2 Poison
Height 5'03"
Weight 0.2 lbs.

Pika
Poké
Prime

"If you trip and fall for no apparent reason or hear a sound when no one is around, it may be a Haunter."

**094: Gengar****Cups**

Type 1 Ghost
Type 2 Poison
Height 4'11"
Weight 89.0 lbs.

Pika
Poké

"Appears to attack people who get lost in the mountains. Said to be the culprit behind shadows that laugh in the moonlight."

**095: Onix****Cups**

Type 1 Rock
Type 2 Ground
Height 28'10"
Weight 463.0 lbs.

Pika
Poké
Prime

"Its large body is over 26 feet long. Despite its size, it can squirm its way through the ground at 50 mph."

**096: Drowzee****Cups**

Type 1 Psychic
Height 3'03"
Weight 71.0 lbs.

Pika
Poké
Prime

"It puts its enemy to sleep and eats the victim's dreams. Said to have descended from the legendary beast, Baku."

**097: Hypno****Cups**

Type 1 Poison
Height 5'03"
Weight 167.0 lbs.

Poké
Prime

"If you lock eyes with it, it will try to hypnotize you. It is best to close your eyes quickly before you get hypnotized."

**098: Krabby****Cups**

Type 1 Water
Height 1'04"
Weight 14.0 lbs.

Petit
Pika
Poké
Prime

"Lives on beaches and seashores. If a pincer falls off, a new, stronger pincer grows back in its place."

**099: Kingler****Cups**

Type 1 Water
Height 4'03"
Weight 132.0 lbs.

Pika
Poké
Prime

"Said to be capable of prying open Shellder and Cloyster shells using its 10,000-horsepower pincer."

**100: Voltorb****Cups**

Type 1 Electric
Height 1'08"
Weight 23.0 lbs.

Petit
Pika
Poké
Prime

"Usually found in power plants. In some instances, they have been seen drawing power from the trolleys of electric trains."

**101: Electrode****Cups**

Type 1 Electric
Height 3'11"
Weight 147.0 lbs.

Poké
Prime

"Stores enormous amounts of electricity within its body and explodes with the slightest provocation. Extremely dangerous."

**102: Exeggcute****Cups**

Type 1 Grass
Type 2 Psychic
Height 1'04"
Weight 6.0 lbs.

Petit
Pika
Poké

"A Pokémon that is like the seeds of a plant. If you find one and chase it, others will join it without you noticing."

**103: Exeggutor****Cups**

Type 1 Grass
Type 2 Psychic
Height 6'07"
Weight 265.0 lbs.

Pika
Poké
Prime

"Each of the fruits is an independently-thinking head. It is said that if one drops off, it becomes an Exeggcute."

**104: Cubone****Cups**

Type 1 Ground
Height 1'04"
Weight 14.0 lbs.

Petit
Pika
Poké
Prime

"Always wears the skull of its deceased mother on its head and never shows its face. It cries mournfully in the moonlight."

**105: Marowak****Cups**

Type 1 Ground
Height 3'03"
Weight 99.0 lbs.

Poké
Prime

"Originally a small and weak Pokémon, it became rough and aggressive when it began using bones as weapons."

**106: Hitmonlee****Cups**

Type 1 Fighting
Height 4'11"
Weight 110.0 lbs.

Poké
Prime

"Repeatedly kicks its enemy with legs that freely stretch and contract. Some people refer to it as the "kicking master."

**107: Hitmonchan****Cups**

Type 1 Fighting
Height 4'07"
Weight 111.0 lbs.

Poké
Prime

"Adept at punching invisibly quick at bullet-train speed. It takes a break every three minutes as it moves around."

**108: Lickitung****Cups**

Type 1 Normal
Height 3'11"
Weight 144.0 lbs.

Pika
Poké
Prime

"Its tongue, twice its body's length, moves around freely to catch prey. Its licks cause a tingling sensation."

**109: Koffing****Cups**

Type 1 Poison
Height 2'00"
Weight 2.0 lbs.

Petit
Pika
Poké
Prime

"A Pokémon that is like a thin-skinned balloon filled with a highly toxic gas. Known to occasionally explode."

**110: Weezing****Cups**

Type 1 Poison
Height 3'11"
Weight 21.0 lbs.

Poké
Prime

"A twinned Koffing that forms on rare occasions where poisonous gases pool. Its two toxic gases appear to be different."

**111: Rhyhorn****Cups**

Type 1 Rock
Type 2 Ground
Height 3'03"
Weight 254.0 lbs.

Pika
Poké
Prime

"Its bones are 1,000 times harder than human bones. Using its durability and strength, it can destroy tall buildings."

**112: Rhydon****Cups**

Type 1 Rock
Type 2 Ground
Height 6'03"
Weight 265.0 lbs.

Poké
Prime

"Protected by an armor-like hide, it can survive in lava over 3,600 degrees. Its horn can bore holes through boulders."



113: Chansey

Type 1 Normal
Height 3'07"
Weight 76.0 lbs.

Cups
Pika
Poké
Prime

"Lays very succulent eggs every day. If it is treated with love and care, its eggs appear to become even more delicious."



114: Tangela

Type 1 Grass
Height 3'03"
Weight 77.0 lbs.

Cups
Poké
Prime

"Its identity is obscured by countless blue vines that are similar to seaweed. Will become entangled with anything."



115: Kangaskhan

Type 1 Ground
Height 7'03"
Weight 176.0 lbs.

Cups
Poké
Prime

"The female raises its young in its belly pouch for around three years. The young is taken out once it learns to find food."



116: Horsea

Type 1 Water
Height 1'04"
Weight 18.0 lbs.

Cups
Pika
Poké
Prime

"Uses its tail to keep its balance while spraying ink from its mouth. The ink appears to be for shooting down bugs."



117: Seadra

Type 1 Water
Height 3'11"
Weight 55.0 lbs.

Cups
Pika
Poké
Prime

"A clever Pokémon that can swim backwards while facing forward. Fainting may result from a jab of its sharp spikes."



118: Goldeen

Type 1 Water
Height 2'00"
Weight 33.0 lbs.

Cups
Pika
Poké
Prime

"Its beautiful tail fin billows and flutters like an elegant dress. Swims at a speed of five knots."



119: Seaking

Type 1 Water
Height 4'03"
Weight 86.0 lbs.

Cups
Poké
Prime

"In the autumn, they travel up rivers to spawn. In other seasons, they make and live in their own nests."



120: Staryu

Type 1 Water
Height 2'07"
Weight 76.0 lbs.

Cups
Pika
Poké

"It is capable of growing back any portion of its body that is cut off. At night, the center core glows with a red light."



121: Starmie

Type 1 Water
Type 1 Psychic
Height 3'07"
Weight 176.0 lbs.

Cups
Pika
Poké
Prime

"When away from human eyes, its core is said to glow mysteriously in seven colors. This Pokémon may have come from outer space."



122: Mr. Mime

Type 1 Psychic
Height 4'03"
Weight 120.0 lbs.

Cups
Pika
Poké
Prime

"It is an expert at miming and loves to perform. It is said to slap around anyone who disturbs it with its broad hands."



123: Scyther

Type 1 Bug
Type 2 Flying
Height 4'11"
Weight 123.0 lbs.

Cups
Pika
Poké
Prime

"Moves incredibly quickly and shreds its enemy with its razor-sharp scythes. On rare occasions, it flies with its wings."



124: Jynx

Type 1 Ice
Type 2 Psychic
Height 4'07"
Weight 90.0 lbs.

Cups
Poké
Prime

"Talks in a strange, incomprehensible language. It is known for its weird wiggling that causes people to dance."



125: Electabuzz

Type 1 Electric
Height 3'07"
Weight 66.0 lbs.

Cups
Poké
Prime

"Appears in power plants in search of electricity. They are said to cause major blackouts if they disappear."



126: Magmar

Type 1 Fire
Height 4'03"
Weight 98.0 lbs.

Cups
Poké
Prime

"With a body temperature of close to 2,200 degrees, its body is always burning with orange flames. Lives near volcanoes."



127: Pinsir

Type 1 Bug
Height 4'11"
Weight 121.0 lbs.

Cups
Pika
Poké
Prime

"Grips and tears at its enemy with the two pincers on its head. Enemies with hard bodies are gripped and tossed."



128: Tauros

Type 1 Normal
Height 4'07"
Weight 195.0 lbs.

Cups
Poké
Prime

"Charges while whipping its hefty body with its tails. Although powerful, it can charge only in a straight line."



129: Magikarp

Type 1 Water
Height 2'11"
Weight 22.0 lbs.

Cups
Petit
Pika
Poké
Prime

"Whoever its opponent, and however horrible the attack it receives, all it does is Splash around."



130: Gyarados

Type 1 Water
Type 2 Flying
Height 21'04"
Weight 518.0 lbs.

Cups
Pika
Poké

"Extremely vicious and horribly brutal. Has enough destructive power to totally annihilate even a major city."



131: Lapras

Type 1 Water
Type 2 Ice
Height 8'02"
Weight 485.0 lbs.

Cups
Pika
Poké
Prime

"Capable of understanding the language of humans, it enjoys ferrying people on its back. It is on the verge of extinction."



132: Ditto

Type 1 Normal
Height 1'00"
Weight 9.0 lbs.

Cups
Petit
Pika
Poké
Prime

"Capable of reorganizing its cells to transform into an exact duplicate of its enemy. It is usually a shapeless blob."



133: Eevee

Type 1 Normal
Height 1'00"
Weight 14.0 lbs.

Cups
Petit
Poké
Prime

"Its genetic code is irregular. It evolves into three kinds of Pokémon when exposed to the radiation of elemental stones."



134: Vaporeon

Type 1 Water
Height 3'03"
Weight 64.0 lbs.

Cups
Poké
Prime

"Found quietly resting by lake shores. Its cell structure is similar to water, so it can invisibly melt into water."



135: Jolteon

Type 1 Electric
Height 2'07"
Weight 54.0 lbs.

Cups
Poké
Prime

"Its weapons are its 10,000-volt electric attacks and its spiky fur. Its sharp hair can pierce enemies when it bristles."



136: Flareon

Type 1 Fire
Height 2'11"
Weight 55.0 lbs.

Cups
Poké
Prime

"Its fiery breath reaches close to 3,000 degrees. Its body temperature exceeds 1,650 degrees when storing fire inside."

**137: Porygon**

Type 2 Normal
Height 2'07"
Weight 80.0 lbs.

Cups
 Pika
 Poké

"A man-made Pokémon that consists entirely of programming code. It is capable of moving freely in cyberspace."

**138: Omanyte**

Type 1 Rock
Type 2 Water
Height 1'04"
Weight 17.0 lbs.

Cups
 Petit
 Poké
 Prime

"A prehistoric and long-extinct Pokémon that was resurrected from a fossil. Swims by twisting its 10 tentacles about."

**139: Omastar**

Type 1 Rock
Type 2 Water
Height 3'03"
Weight 77.0 lbs.

Cups
 Poké
 Prime

"Attacks by ensnaring its enemy with its tentacles and biting with sharp fangs. Its overly-large shell makes it sluggish."

**140: Kabuto**

Type 1 Rock
Type 2 Water
Height 1'08"
Weight 25.0 lbs.

Cups
 Petit
 Poké
 Prime

"A Pokémon that was resurrected from a fossil found in an ancient seabed. Unable to right itself if it is flipped over."

**141: Kabutops**

Type 1 Rock
Type 2 Water
Height 4'03"
Weight 89.0 lbs.

Cups
 Poké
 Prime

"Swims very quickly. It tears at its foe with sickle-like forelegs and drains the foe's body fluids entirely."

**142: Aerodactyl**

Type 1 Rock
Type 2 Flying
Height 5'11"
Weight 130.0 lbs.

Cups
 Poké
 Prime

"A Pokémon that was resurrected from the genes of an ancient dinosaur. With sharp fangs, it is very vicious."

**143: Snorlax**

Type 1 Normal
Height 6'11"
Weight 1014.0 lbs.

Cups
 Poké
 Prime

"A lazy Pokémon that gets continually fatter by sticking to a cycle of eating and sleeping. Awake only when it eats."

**144: Articuno**

Type 1 Ice
Type 2 Flying
Height 5'07"
Weight 122.0 lbs.

Cups
 Poké
 Prime

"A legendary bird Pokémon with long and distinctive tail feathers. Said to appear if you are freezing on a snowy mountain."

**145: Zapdos**

Type 1 Electric
Type 2 Flying
Height 5'03"
Weight 116.0 lbs.

Cups
 Poké
 Prime

"A legendary bird Pokémon that appears with a gigantic thunder storm. It flies with the buzz and crack of electricity."

**146: Moltres**

Type 1 Fire
Type 2 Flying
Height 6'07"
Weight 132.0 lbs.

Cups
 Poké
 Prime

"A legendary bird Pokémon known as the "fire bird." Every time it flaps, its wings flare and burn brightly."

**147: Dratini**

Type 1 Dragon
Height 5'11"
Weight 7.0 lbs.

Cups
 Petit
 Pika
 Poké
 Prime

"Even the young are known to exceed 6'6". It is rare and was long considered to exist only in myth."

**148: Dragonair**

Type 1 Dragon
Type 2 Flying
Height 13'01"
Weight 36.0 lbs.

Cups
 Poké
 Prime

"Lives in large bodies of water like the sea and lakes. It is said to have the power to change the weather and fly."

**149: Dragonite**

Type 1 Dragon
Type 2 Flying
Height 7'03"
Weight 463.0 lbs.

Cups
 Poké
 Prime

"Has intelligence on par with people. This 'sea guardian' is said to be capable of flying around the globe in about 16 hours."

**150: Mewtwo**

Type 1 Psychic
Height 6'07"
Weight 269.0 lbs.

Cups
 Prime

"A vicious psychic Pokémon created by genetic engineering. Its cold, glowing eyes strike fear into its enemy."

**151: Mew**

Type 1 Psychic
Height 1'04"
Weight 9.0 lbs.

Cups
 Prime

"A mythical Pokémon of South America which had been thought extinct. A growing number of people have seen it recently."

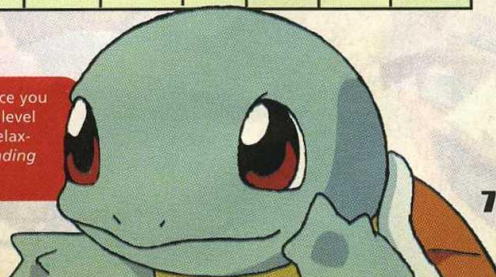
**3. Damage Chart**

	Pokémon Type														
	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon
Normal															
Fire		P	P		G	G						G	P		P
Water		G	P		P				G				G		P
Electric			G	P	P				O	G					P
Grass		P	G		P			P	G	P		P	G		P
Ice			P		G	P			G	G					G
Fighting	G					G		P		P	P	P	G	O	
Poison					G			P	P			G	P	P	
Ground		G		G	P			G		O		P	G		
Flying				P	G		G					G	P		
Psychic							G	G			P				
Bug		P			G		P	G		P	G				
Rock		G				G	P		P	G		G			
Ghost	O										O			G	
Dragon															G

Conclusion

Since there wasn't anywhere else for me to say this, here it is: If you used a GameShark to enhance your Pokémon's status or levels beyond their maximum capabilities, transferring them into *Pokémon Stadium* will cause them to revert back to normal. That is, if

you've pumped up a Pokémon to level 255, once you transfer it into *Pokémon Stadium* it will fall to level 100. Now it's time for me to take a long and relaxing vacation...What's that, Chris? *Pokémon Trading Card Game*? Aaaaaaaaaaaaaaaah!

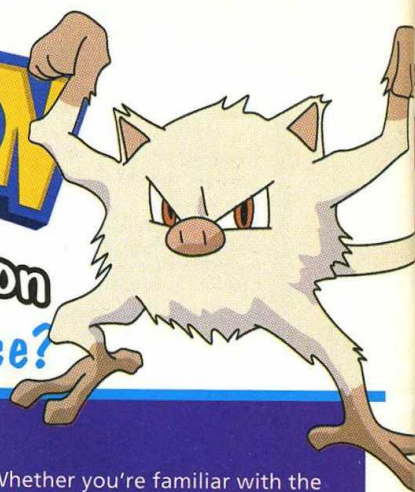


Pokémon: Special Pikachu Edition

GAME
BOY

Pokémon Special Pikachu Edition

What's the Difference?



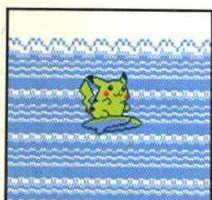
You are a Poké freak. You have explored every crevice of *Pokémon Red* and *Blue*. You have all the TMs, have beaten all the Gym Leaders and have caught a collection of Pokémon that even Professor Oak would be proud of. You may have heard about or seen the new *Yellow* version of the game, but it looks so similar to *Red* and *Blue*. Why would you want to play *Pokémon: Special Pikachu Edition*? Read on to find out!

Special Pikachu Edition?

They don't call it the "Special Pikachu Edition" for nothing! Pikachu is the obvious star of the show in *Pokémon Yellow*. You will



find him running, surfing, flying and showing off his electrical powers in the totally new animated intro. When you start the game, Pikachu is the Pokémon you receive from Prof. Oak.



Better still, the little runt refuses to stay in its Poké Ball, just like on the TV show. Pikachu will follow you around the screen whenever you have him in your current set of available Pokémon! When Pikachu is behind you, some characters in the game will talk to you about him.



You can check on Pikachu's mood at any given time. If you keep him happy, you will receive rewards throughout the game. Pikachu will react to things on his own as well; he may even want to go check something out for himself. On top of



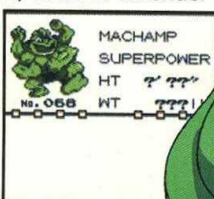
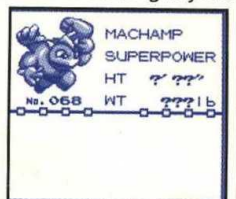
all that, he talks! There are some other Pika-secrets, but we'll get into those later.

Cosmetic Changes



By far the most significant appearance change in *Special Pikachu Edition* is the addition of color. When

walking around the world, the game will change color schemes based upon where you are. When you walk into Saffron City, the whole town is bright yellow; when in Lavender Town, it becomes different shades of purple! Most importantly, the battle scenes have much better color. No more gray Pikachus or red Lapras!



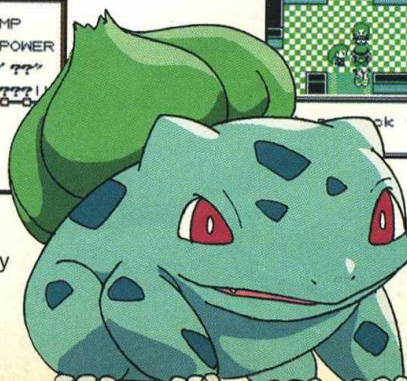
Meowth. Nurse Joy is in the Pokémon Center with her Chansey to greet you.

look great!

Another minute graphical change involves the addition of characters from the *Pokémon* cartoons. The most prominent new characters are Team Rocket's Jessie and James. They attack at only the most annoying possible times with their Ekans, Weezing and



Officer Jenny also makes an appearance, popping up wherever police assistance is needed.



Gameplay Differences



Pokémon Yellow is slightly more difficult than its monochrome counterparts. At the beginning of the game, your rival (Gary) receives an Eevee. This dramatically affects the outcome of the game. Win your first two battles with him and his Eevee will evolve into a Jolteon. If you win, then lose, it becomes a Flareon. If you happen to lose twice, you will be dealing with a Vaporeon later in the game. The Gym Leaders have different, more powerful Pokémon as well. They are usually of significantly higher levels than their pets in *Red* and *Blue*. One final difference is that wild Pokémon seem to attack more often. This can be considered a useful feature or an annoyance, depending upon your playing style.

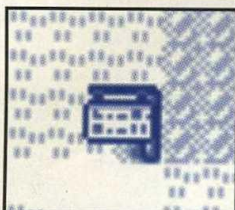


Level-by-Level Differences

For a more specific breakdown of the differences between the new game and *Pokémon Red* and *Blue*, the following is a level-by-level breakdown of new or modified features that I was able to identify. Here's what you can expect to encounter in *Pokémon Yellow*:

Pewter City

One of the first things you'll notice is that the road signs are shaped differently than they were in *Blue* and *Red*.



When you attempt to walk north, Prof. Oak will stop you. He will catch what will later become your Pikachu.

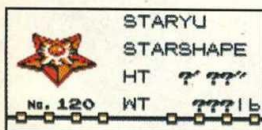


Gary will see that Prof. Oak is giving you a Pokémon, and take it from you. That Pokémon is an Eevee.



Feeling sorry for you, Prof. Oak gives you the Pikachu he caught.

PokéStatus



This tells you if any new or interesting Pokémon are available in each area. There are no land Pokémon to catch yet, but Tentacool and Staryu are in the water. Too bad you don't know Surf...yet!

Viridian Forest

PokéStatus

Caterpie and Metapod abound. You will find no Weedle, though. Sorry, Beedrill fans! Try to grab a Pidgeotto; it will serve you well.



Pewter City

This area is basically the same as it appears in *Red* and *Blue*; nothing exciting.

ROUTE 1 PokéStatus

Pidgey and Rattata. (Get used to seeing these!)

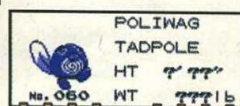
Viridian City

The old man here will attempt to catch a Pokémon and fail.



Upon completing the tasks in this town, travel west on Route 22 to find Gary. He has a Spearow and his Eevee waiting to challenge you.

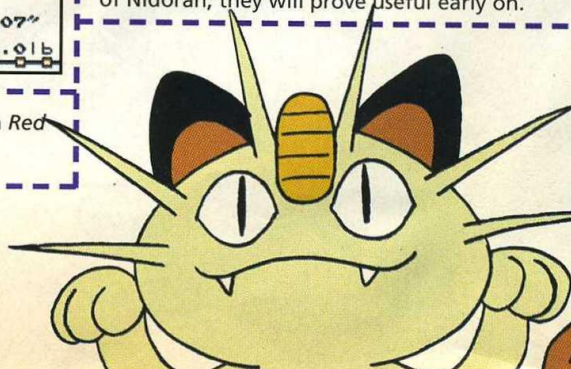
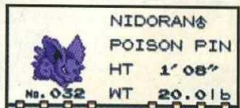
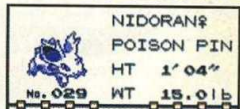
No land Pokémon, but there are Poliwhg in the small body of water.



ROUTE 2

PokéStatus

There are Pidgey, Rattata and both male and female Nidoran here. Be sure to catch both kinds of Nidoran; they will prove useful early on.



ROUTE 3

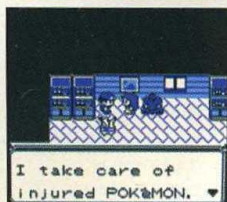
PokéStatus

Sandshrew and Mankey are both Pokémon that you should absolutely try to capture! A Mankey will be one of your most valuable Pokémon throughout the early stages of the game. Train it well!



ROUTE 4

Cerulean City



in your party. After seeding your opponent, change Pokémon and the new Pokémon will slowly regain health.

Keep your Pikachu happy and you can get a Bulbasaur from one of the houses. Bulbasaur is an invaluable Pokémon to have. The Leech Seed attack can be used to give health to other Pokémon



ROUTE 24

When you travel north from Cerulean City, Gary will be waiting for you with a Spearow, Sandshrew, Rattata and his Eevee.

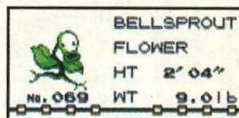
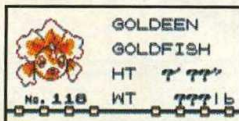
If you travel to the Northwest corner of route 24, a Trainer will give you his Charmander.



PokéStatus

There are Bellsprout, Venonat, Oddish and Pidgeotto in this area.

When the Bellsprout's Wrap attack and Bulbasaur's Leech Seed are combined, the result is nothing less than devastating! The Pokémon can't attack...and it's healing you! Add a poison special into the mix for complete chaos. This combination of skills can carry you through most of the early stages. Goldeen and Seaking can be found in the water nearby.

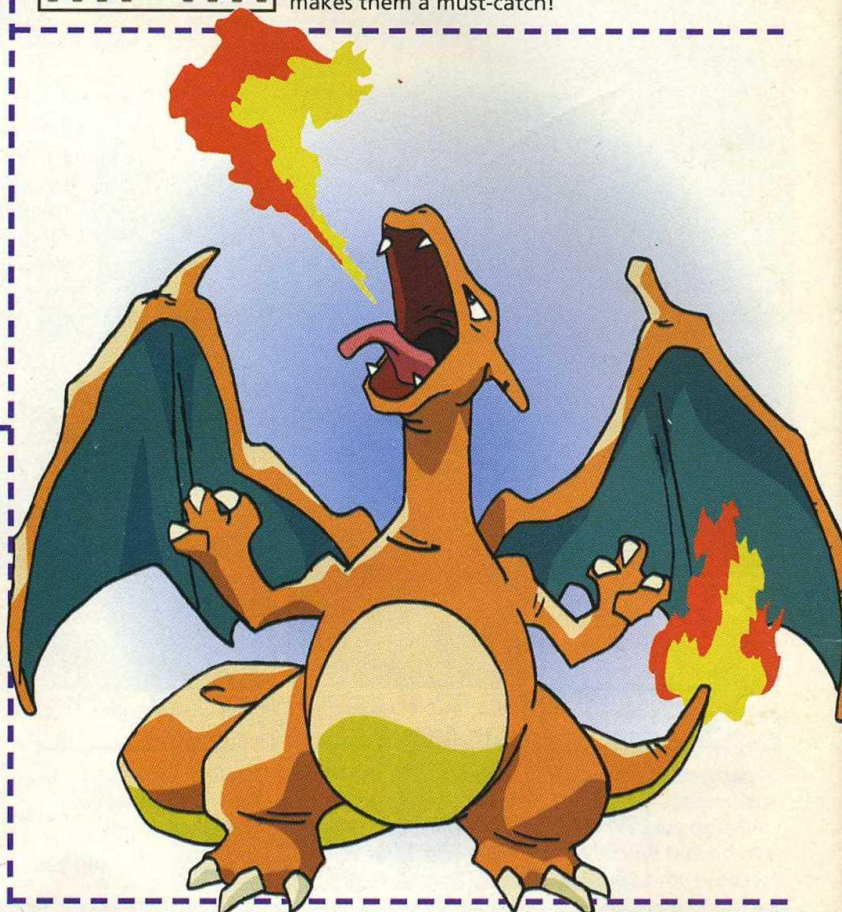
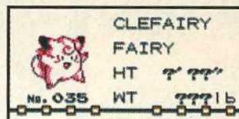


Mt. Moon

After you get the Helix or Dome fossil, Jessie and James will make their first appearance and try to take it! They have an Ekans, Meowth and a Koffing.

PokéStatus

Zubat, Clefairy, Paras and Geodude can all be found here. Clefairy is rare and incredibly versatile. Their ability to accept many TMs makes them a must-catch!

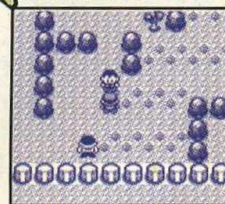


ROUTE 25

So you want that Item Ball in the middle of the route, but you don't have the Cut ability? Attempt to sneak past the Trainer guarding it, but stop when you are directly under him. When below the Trainer,

walk up toward him. He will walk toward you and attack.

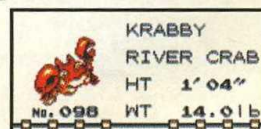
After the battle, TM 19 is yours!



When you get to the Sea Cottage, Pikachu will take quite an interest in Bill.

PokéStatus

This area has the same land Pokémon as Route 24. Krabby and Kingler are readily available underwater.



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ROUTE 5


The most important thing to do here is to catch an Abra and take it to the Pokémon Day-care to the south. Come back later and pull it out right before it reaches level 16. If it reaches level 16 in daycare, it will not be able to learn Confusion, an incredibly useful attack. Kadabra is a Pokémon that can be of immense value to a Trainer. Its Psychic-type attacks will be needed throughout the game.


	MACHOKE SUPERPOWER HT 2' 07" WT 43.0 lb
---	--

There is a Trainer in the entrance to the Underground Path that will give you a Machoke for a Cubone.

PokéStatus

Abra and Jigglypuff are the most interesting specimens here.

	ABRA PSI HT 2' 11" WT 43.0 lb
---	--

	JIGGLYPUFF BALLOON HT 1' 08" WT 12.0 lb
---	--

ROUTE 6

PokéStatus

There are tons of Abra and Psyduck here. Golducks are good to catch too, but there aren't many of them. You will find Goldeen if you Surf around.

Vermilion City

In the building in the center of town, a man has information for you about HMs.



Officer Jenny has a Squirtle to offer you when you defeat Lt. Surge.

Pikachu will fall in love with the Clefairy in the Pokémon Fan Club building. Hopefully you will be able to drag him away!

After getting the Cut ability from the S.S. Anne, Lt. Surge will be waiting for you in the Gym with a high-level Raichu.

PokéStatus

Tentacool and Horsea inhabit the underwater regions of Vermilion City.


	HORSEA DRAGON HT 2' 07" WT 22.0 lb
---	---

S.S. Anne

Gary will have a Spearow, Rattata, Sandshrew and his Eevee waiting for you before you leave the ship.

PokéStatus

You can find Tentacool, Staryu and Shellder outside the ship.

	SHELLDER BIVALVE HT 2' 07" WT 22.0 lb
--	--

ROUTE 11

At the end of this route, you can find a Trainer who will trade you a Dugtrio for a Lickitung.



PokéStatus

Raticate and Drowzee are newly available here. Try hard to snag a Drowzee. One can never have enough Psychic-type Pokémon. You'll find Tentacool and Horsea if you look in the water.

	DROWZEE HYPNOSIS HT 2' 07" WT 22.0 lb
---	--


Diglett's Cave

This area is basically the same as it appears in *Red* and *Blue*; nothing exciting.

ROUTE 9

PokéStatus


Raticate, Fearow, Nidorina and Nidorino are the only Pokémon of interest here. Look for Krabby, Horsea and Kingler in the murky depths.

	NIDORINA POISON PIN HT 2' 07" WT 22.0 lb
---	---

Rock Tunnel

PokéStatus

The only difference here is that you won't be able to find an Onix until the second basement! Machop is also a good bet to have as a Fighting-type.

	MACHOP SUPERPOWER HT 2' 07" WT 43.0 lb
---	---

Basically the same as it was in Red and Blue; nothing different.

Celadon City



The slot machines in Game Corner look considerably different. They also appear a bit more... sinister...

The Charmander you received on Route 24 will be a great help against Erika's Tangela, Weepinbell and Gloom.

Right when you are about to attack Giovanni in the Game Corner, Jessie and James appear just in time to screw things up. They attack with their



attack with their usual trio, Koffing, Meowth, and Ekans.

PokéStatus

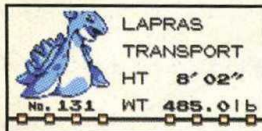
You will find Goldeen swimming in the little patch of water in this town.

Saffron City

The Gym Leader here, Sabrina, has three Psychic-Type Pokémon for you to contend with: Abra, Kadabra and Alakazam. Use your own Psychic-Types to get them before they get you. Put your most powerful Pokémon in the front of the lineup. That way you can get the first attack, which is (hopefully) a one-hit KO!



When inside Silph Co., Gary will show up and battle you. His team will have undergone a huge amount of change since you last saw him. His Eevee will have evolved according to the pattern explained earlier. No matter what Eevee evolved into, it will be a tough fight. A Sandshrew, Ninetails, Cloyster and Kadabra will accompany Eevee.



After defeating Gary, talk to the Trainer next to him. He will give you a Lapras, a very useful water/ice-type Pokémon.

Yet again our friends Jessie and James add to the fun! Before you go in to fight Giovanni, they attack with their standard team.

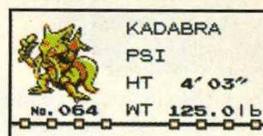


Beating Giovanni will give you the Master Ball. Use it to catch Mewtwo later on.

ROUTE 8

PokéStatus

Jigglypuff, Abra and Kadabra are of import in this area. Try hard to snare a Kadabra. They are incredibly powerful at this stage of the game. However, this also makes them quite difficult to catch! Did you check on your Abra in the Daycare Center? You may already have a Kadabra waiting!



Pokémon Tower

Pokémon Tower

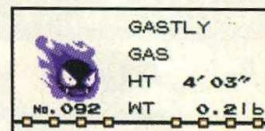
When you see Gary on the second floor of Pokémon Tower, he'll have a Fearow, Shellder, Vulpix, Sandshrew and his Eevee. Quite a formidable team! The Psychic-type you should have been training earlier will cut through them easily.



As you are walking down the hallway to meet Mr. Fuji, Jessie and James make yet another appearance. This time their Ekans and Koffing have evolved into Arbok and Weezing!

PokéStatus

Gastly, Haunter and Cubone make their first appearance here. Don't get attached to that Marowak; you can't catch it!



ROUTE 12

The number one goal on this route is to capture Snorlax. It can take huge amounts of damage, heal itself and use tons of different TMs with great skill. So what if it's lazy? We all like to sleep! Save the game right before you wake the slumbering giant. That way, if you don't catch him the first time, reset and continue until you do! Use the Poké Flute you got from Mr. Fuji to wake him. You will find it easiest to catch him either when his health is low or when he is resting.



PokéStatus

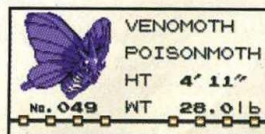
Slowpoke, Slowbro and Farfetch'd are other must-catch Pokés on route 12. Seadra are new sea Pokémon available in this area.



ROUTE 13, 14 & 15

PokéStatus

Venomoth makes its first appearance here.



Fuchsia City

Koga, the city's Gym Leader, has three Venonats and a Venomoth. Not too tough to dispatch.



What's the deal with that house by the shore? The only other Pikachu in the game resides there. That's strange...



PokéStatus

By far the best thing about this city is the wild Gyarados that inhabit the waters here. You won't find these water dragons in the wild in either *Red* or *Blue*. Of course, a Gyarados raised from a Magikarp will be more powerful.

ROUTE 16, 17, & 18

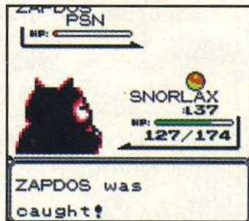
PokéStatus

Ponyta, Doduo, Dodrio and Fearow are all good Pokémon to own. They also happen to be available here!



Power Plant

Zapdos is an absolute must-have Pokémon. This Legendary Bird will be instrumental in defeating the Elite Four and, ultimately, Gary! Paralyzing it or putting it to sleep makes this electric bird much easier to snare. You'll be tempted to use the Master Ball on Zapdos, but resist the urge. There are two Legendary Birds left; you'll be glad you have it for Mewtwo.

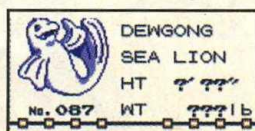


PokéStatus

Aside from Zapdos, there are Magnemite, Magneton and Muk for you to catch.

Seafoam Island

Save before confronting it to give yourself the best chance of snaring it. After catching any of the Legendary Birds, immediately use a Rare Candy on them. They will not only go up a level, but they will receive their level 51 attack.



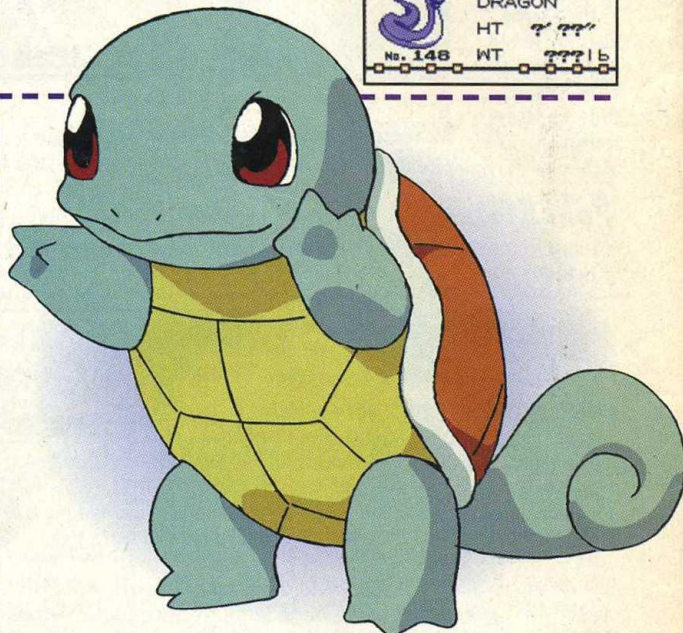
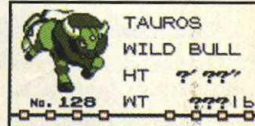
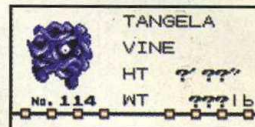
PokéStatus

Some of the more interesting Pokémon available throughout the cave are Kingler, Slowbro, Golbat, Seel, Dewgong and of course Articuno.

Safari Zone

The other great thing about Fuchsia City is the wonderful Safari Zone. There are many Pokémon here that you cannot find anywhere else in the game. Unfortunately, you cannot use conventional methods of capture here; only rocks, bait and Safari Balls are allowed.

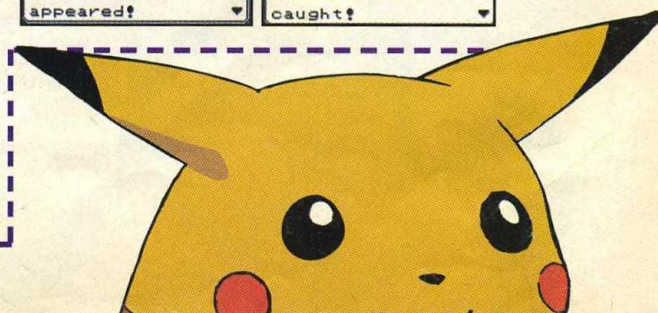
There are tons of Pokémon to be caught here! Here is a list of some of the more significant ones: Dratini, Dragonair, Tangela, Chansey, Exeggcute, Parasect, Ryhorn, Marowak, Scyther, Tauros, Pinsir and Tauros.



ROUTE 19 & 20

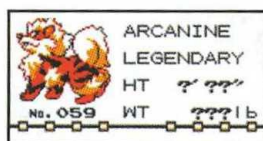
PokéStatus

Staryu and Tentacruel are the most powerful Pokémon in the area.



Cinnabar Island

Blaine, the Gym Leader, comes packing a Ninetails, Rapidash and an Arcanine.



ROUTE 21

Viridian City PT. 2

When you face Giovanni for the final time, he will bring with him a Dugtrio, Persian, Nidoqueen, Nidoking and a Rhydon.



Victory Road

Finding and capturing the final Legendary Bird, Moltres, is not imperative to defeating the Elite Four or Gary. However, if you are attempting to capture all 151 Pokémon or just want all three Legendary Birds, use the same methods of capture you used before. Don't forget to get Sky Attack while you're here. It makes a wonderful addition to any of the Legendary Birds' arsenal.



PokéStatus

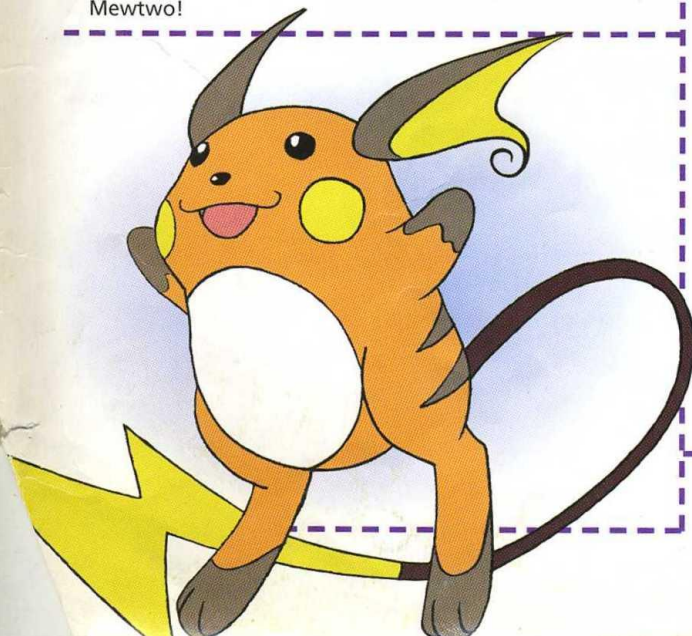
Two Pokémon worth noting are the Graveler and Machoke. Oh, and our big, fiery friend, Moltres.

Unknown Dungeon

The layout of this dungeon is completely different from Red and Blue. There are a wide variety of Pokémon here, but the most important one is Mewtwo. When you find it, simply use the Master Ball right away and it will be yours!

PokéStatus

There are many great Pokémon to be had in the Dungeon, including Ditto, Rhydon, Lickitung, Chansey and Mewtwo!



Pokémon Mansion

PokéStatus

The most important Pokémon to find in the Mansion are Ditto and Growlithe.

ROUTE 22 & 23

Aside from Gary attacking you with his Sandslash, Exegcute, Ninetails, Cloyster, Kadabra and Eevee, the only other point of interest are the Primeape wandering about.



Indigo Plateau

Before facing the Elite Four, perform the following to give yourself a better chance of defeating them



all. First, gather as many Max Revives, Hyper Potions and Full Heals as you can afford. Then put Articuno, Zapdos, two Psychic-type Pokémon, a normal-type and a water-type together as a team. The winning team I used contained Snorlax, Omastar, Kadabra, Zapdos, Articuno and a Drowzee. Using this team, I defeated The Elite Four and Gary after two attempts. Good luck!

SECRETS!

There two more Pikachu-related items in *Pokémon Yellow* that you need to know about. The first is Surfing Pikachu. If you have *Pokémon Stadium* you can perform the following trick. First, defeat Mewtwo in *Pokémon Stadium*. A mode called R-2 will open up. Complete the R-2 mode all the way to the Prime Cup's Master Ball division. Now complete the Master Ball using a three-Pokémon team that always contains Pikachu. There are a few rules regarding the Pikachu:

- It must be a Pikachu from your *Pokémon Red, Blue or Yellow* cart that you personally own.
- None of the Pokémon can be registered or rented.
- Pikachu must be in every battle.
- You must not continue.

If all the above criteria are met and you win the Master Ball, you will get a victory screen with Pikachu and a surfboard. You now have a Pikachu that has the ability to use Surf! (Only in the Game Boy games, however.)

The second secret is a mini-game called Pikachu's Beach. In *Pokémon Yellow*, if you take your Surfing Pikachu to the house on the Fuchsia City beach, the dude working there will allow you to play this fun mini-game!

Special thanks to Taylor Steinbacher and Tyler Towne for their help in completing this feature.

CATCH THE MAGIC!



DINOSAUR



Tomorrowland Speedway



Big Thunder Mountain Railroad



Disney's Blizzard Beach



Test Track at Epcot

WALT DISNEY WORLD® QUEST MAGICAL RACING TOUR™

By land! By sea! By air! With the help of Chip, Dale, Jiminy Cricket and others, find the pieces of the Fireworks Machine and catch the magic of the **Walt Disney World®** Theme Parks and Water Parks!



Mild Animated Violence



Coming Soon!



Out Now!



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- ✓ **Single and multi-player action** featuring split-screen racing
- ✓ **Frog spells, teacup mines, flying acorns and more**
- ✓ **Secret characters, special shortcuts and hidden tracks**

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